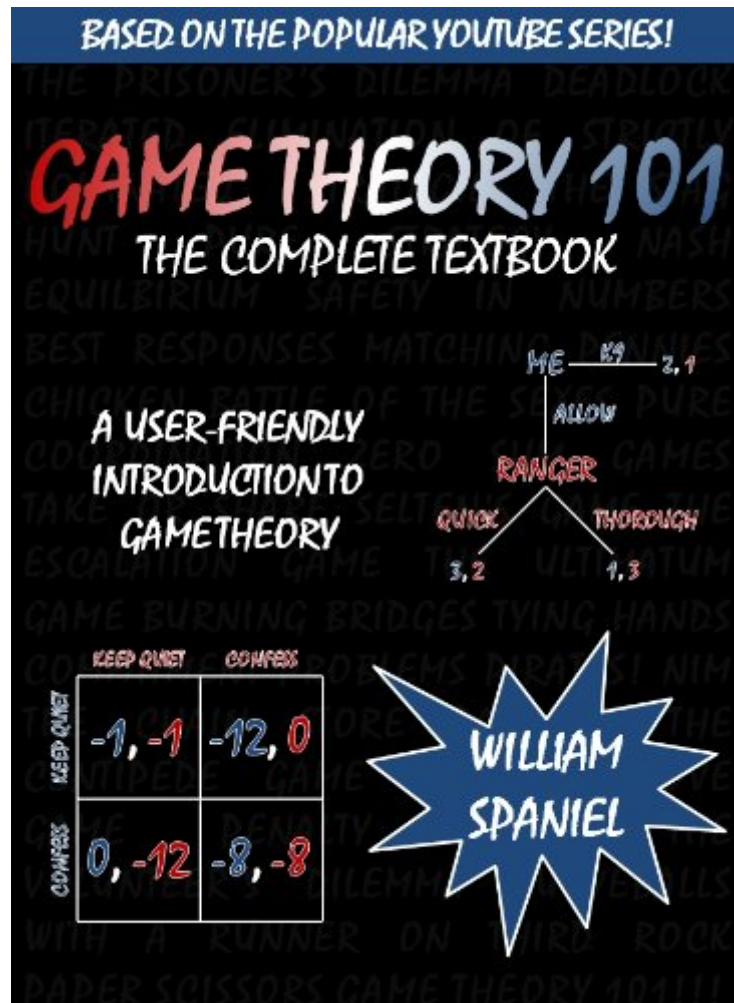


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Game Theory 101: The Complete Textbook



Synopsis

Game Theory 101: The Complete Textbook is a no-nonsense, games-centered introduction to strategic form (matrix) and extensive form (game tree) games. From the first lesson to the last, this textbook introduces games of increasing complexity and then teaches the game theoretical tools necessary to solve them. Inside, you will find:

- 1) All the basics fully explained, including pure strategy Nash equilibrium, mixed strategy Nash equilibrium, the mixed strategy algorithm, how to calculate payoffs, strict dominance, weak dominance, iterated elimination of strictly dominated strategies, iterated elimination of weakly dominated strategies, subgame perfect equilibrium, backward induction, forward induction, and more.
- 2) Dozens of games solved, including the prisoner's dilemma, stag hunt, matching pennies, zero sum games, battle of the sexes/Bach or Stravinsky, chicken/snowdrift, pure coordination, deadlock, safety in numbers, Selten's game, the escalation game, the ultimatum game, the pirate game, nim, the centipede game, the hawk-dove game, the volunteer's dilemma, and rock-paper-scissors.
- 3) Rich descriptions of important economic concepts such as commitment problems, burning bridges, perverse incentives, and the chain store paradox.
- 4) Advanced topics such as generalized games, comparative statics, and knife-edge conditions.
- 5) Real world applications including wars, firm entry/exit, tournament strategy, arms races, advertising, game shows, soccer, baseball, video games, and more.
- 6) Crystal clear, line-by-line calculations of every step, with more than 400 images so you don't miss a thing.

Quick, efficient, and to the point, Game Theory 101: The Complete Textbook is perfect for introductory game theory, intermediate microeconomics, and political science.

Book Information

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Customer Reviews

Very nice work. Thanks so much to the author for his efforts. I bought the \$3.99 (\$1 price increase) version. [The author responds to comments on his blog. He told me the price went up to \$3.99 when he added the third chapter. Good for those with the \$2.99 version to know.] Still a bargain. What is nice is that once I bought it, has an app that let's me download it again (for free) to my iPod Touch. Perfect level for short seminar that I may give soon to retired folks as a supplement. I gave it a high rating because it is an excellent job for what it is. It is not intended as a mathematical treatise on the subject. You will still want to read it with pencil and paper at hand as you would with any technical subject matter.

I totally disagree with the one star review previously posted. I'm not a rocket scientist. I need books like this to spell things out for me. This book delivered the information that I needed in way that I could understand. Too bad other people think that a wikipedia article could replace a book this packed with information. I really hate when people give one star reviews on books that don't deserve it because they think they could have done a better job. Take the time to read the description. You will get exactly what the author has described.

I liked this book. The author explains well a lot of essential and important concepts in game theory in a very intuitive way. I have recommended it to friends already, because it does a very good job at introducing difficult concepts to beginners *without* using a lot of math. I congratulate the author. This book's content and approach are very good. Some paragraphs are very hard to follow sometimes and I had to read something several times to get what the author meant. Not because what was being said was difficult, but because it was written in an unclear fashion. But these are not frequent. However, book's presentation is lacking in my opinion (a common flaw with independent publishers). Game matrices in the first part of the book are somewhat bloated and sometimes are repeated almost at every single step of a game, confusing the flow of the explanation. Equations are also bloated and written with many redundant parenthesized expressions, which makes for some hard time trying to absorb them in your head quickly. They could have been much leaner. Also,

using the greek "sigma" (usually standard deviation) for probabilities seems counter-intuitive. Very very small margins around text. No index. I could go on ranting about presentation details like this, but I'll stop here because book's content is worth the purchase and I don't want you clicking away and not getting it. In a few words, the book has a great potential, but needs much improvement in presentation.

Simple and direct to the point. A good introduction text for a good price to who have some little time to learn a new topic.

My professor of game theory was really outstanding, But, He is little bit presumptuous in that he frequently used log functions to get the best response, which I would never know where it comes from. However, with this book, I can figure out how to get the best response in the pay-off matrix unlike other peers in my class. The only thing I can say is that I was better off with this book. Although the result of the midterm exam didn't come out, but, given the time I had been doing Facebook, or reading Harvard Business Review (Odd Habit?) instead of focusing on the class, It's certain I performed well, because I solved all questions. Anyway, I wanna desperately recommend this book for someone like me.

This textbook is helping me learn Game Theory in a way that is efficient and fun. The simple "read the textbook sub chapter, then watch the video" formula allows me to understand the material in the textbook at my own pace, then review it in a fun, easy to understand environment whilst using more of my senses so it lasts longer.

Game theory for beginners explained really well, every step is articulated in a very clear way that you can't miss one. There is no hard math so it's really easy to understand. If you are choosing for a game theory book and you don't know where to start, this book is your pick

I bought and read this book in the Kindle edition. In fact, I did it for illustrating with a good guide and easy examples my lectures (I'm not an expert in this field but I had to teach it as part of an introductory course in modeling and simulation, so I had to resort to the clearer guide available). Fortunately, William Spaniel is very clear for transmitting the ideas behind the game theory and for addressing an issue that seems easy but it is as complex as the amplitude of topics it covers. In sum, he saved me. One more thing: At the end of the book, the author speaks of the tools that the

book gives you, classifying them in an "introductory level." But, be cautious, introductory doesn't mean easy. You have to read and re-read many times some topics in order to understand them. The best part, in this case, it is that at last you get a comprehensive background for recognizing the difference between --to say it in some way-- the game and the theory. Good work. Highly recommended.

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