



An Introduction to Game Theory

By Martin J. Osborne

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Game-theoretic reasoning pervades economic theory and is used widely in other social and behavioral sciences. *An Introduction to Game Theory*, by Martin J. Osborne, presents the main principles of game theory and shows how they can be used to understand economic, social, political, and biological phenomena. The book introduces in an accessible manner the main ideas behind the theory rather than their mathematical expression. All concepts are defined precisely, and logical reasoning is used throughout. The book requires an understanding of basic mathematics but assumes no specific knowledge of economics, political science, or other social or behavioral sciences.

Coverage includes the fundamental concepts of strategic games, extensive games with perfect information, and coalitional games; the more advanced subjects of Bayesian games and extensive games with imperfect information; and the topics of repeated games, bargaining theory, evolutionary equilibrium, rationalizability, and maximization. The book offers a wide variety of illustrations from the social and behavioral sciences and more than 280 exercises. Each topic features examples that highlight theoretical points and illustrations that demonstrate how the theory may be used. Explaining the key concepts of game theory as simply as possible while maintaining complete precision, *An Introduction to Game Theory* is ideal for undergraduate and introductory graduate courses in game theory.

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Editorial Review

Review

"This is a textbook to be enjoyed both by professors and students, full of clever and often original applications and examples. Serious students who use this text are likely to emerge with a new way of thinking about much of what they see in the real world."--Ted Bergstrom, *Professor of Economics, University of California, Santa Barbara*

"The book is just superb. I anticipate (based both on my own reading of the book, and comments from colleagues at other institutions) that this will be the standard text for introductory courses in game theory in political science departments for the foreseeable future."--Scott Gehlbach, *Assistant Professor of Political Science, University of Wisconsin*

"What distinguishes this book from other texts is its remarkable combination of rigor and accessibility. The central concepts of game theory are presented with the mathematical precision suitable for a graduate course, but with an abundance of wide-ranging examples that will give undergraduate students a concrete understanding of what the concepts mean and how they may be used."--Charles A. Wilson, *Professor of Economics, New York University*

"A great book, by far the best out there in the market in thoroughness and structure."--Dorothea Herreiner, *Assistant Professor of Economics, Bowdoin College*

"The ideal textbook for applied game theory . . . It teaches basic game theory from the ground up, using just enough clearly defined technical terminology and ranging from traditional basics to the most modern tools."--Randy Calvert, *Professor of Political Science, Washington University in St. Louis*

"The approach is intuitive, yet rigorous. Key concepts are explained through a series of examples to guide students through analysis. The examples are then followed by interesting and challenging questions. The main strength is the impressive set of exercises . . . they are extremely well organized and incredibly broad, ranging from easy questions to those for adventurous students."--In-Koo Cho, *William Kinkead Distinguished Professor of Economics, University of Illinois*

"The gentle pace of the material along with the plethora of examples drawn from economics (mainly) and political science seems to work very well with students."--Branislav L. Slantchev, *Assistant Professor of Political Science, University of California, San Diego*

"The book is excellent. It is chock full of exercises that are both interesting and applicable to real issues, allowing me great flexibility in focusing on specific examples to illustrate the theory."--Christopher Proulx, *Assistant Professor of Economics, University of California, Santa Barbara*

"This book provides a simple yet precise introduction into game theory, suitable for the undergraduate level. Author Martin J. Osborne makes use of a wide variety of examples from social and behavioral sciences to convey game-theoretic reasoning. Readers can expect to gain a thorough understanding without any previous knowledge of economics, political science, or any other social or behavioral science. No mathematics is assumed beyond that of basic high school."--Journal of Macroeconomics

About the Author

Martin J. Osborne is at University of Toronto.

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