



# Game Theory: A Nontechnical Introduction to the Analysis of Strategy: 16

*Roger A McCain*

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The objective of the third edition of *Game Theory: A Nontechnical Introduction to the Analysis of Strategy* is to introduce the ideas of game theory in a way that is approachable, intuitive, and interdisciplinary. Relying on the Karplus Learning Cycle, the book is intended to teach by example. Noncooperative equilibrium concepts such as Nash equilibrium play the central role. In this third edition, increased stress is placed on the concept of rationalizable strategies, which has proven in teaching practice to assist students in making the bridge from intuitive to more formal concepts of noncooperative equilibrium.

The Instructor Manual and PowerPoint Slides for the book are available upon request for all instructors who adopt this book as a course text. Please send your request to [sales@wspc.com](mailto:sales@wspc.com).

### Contents:

- Conflict, Strategy, and Games
- Some Foundations
- Dominant Strategies and Social Dilemmas
- Nash Equilibrium and Rationalizable Strategies
- Games with Two or More Nash Equilibria
- Duopoly Strategies and Prices
- Three-Person Games
- Probability and Game Theory
- Mixed Strategy Nash Equilibria
- *N*-Person Games
- Further Topics on Games in Normal Form
- Sequential Games
- Imbedded Games
- Repeated Play
- Indefinitely Repeated Play
- Elements of Cooperative Games
- Bargaining

**Readership:** Undergraduates and graduates studying game theory or those interested in knowing more about game theory.

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