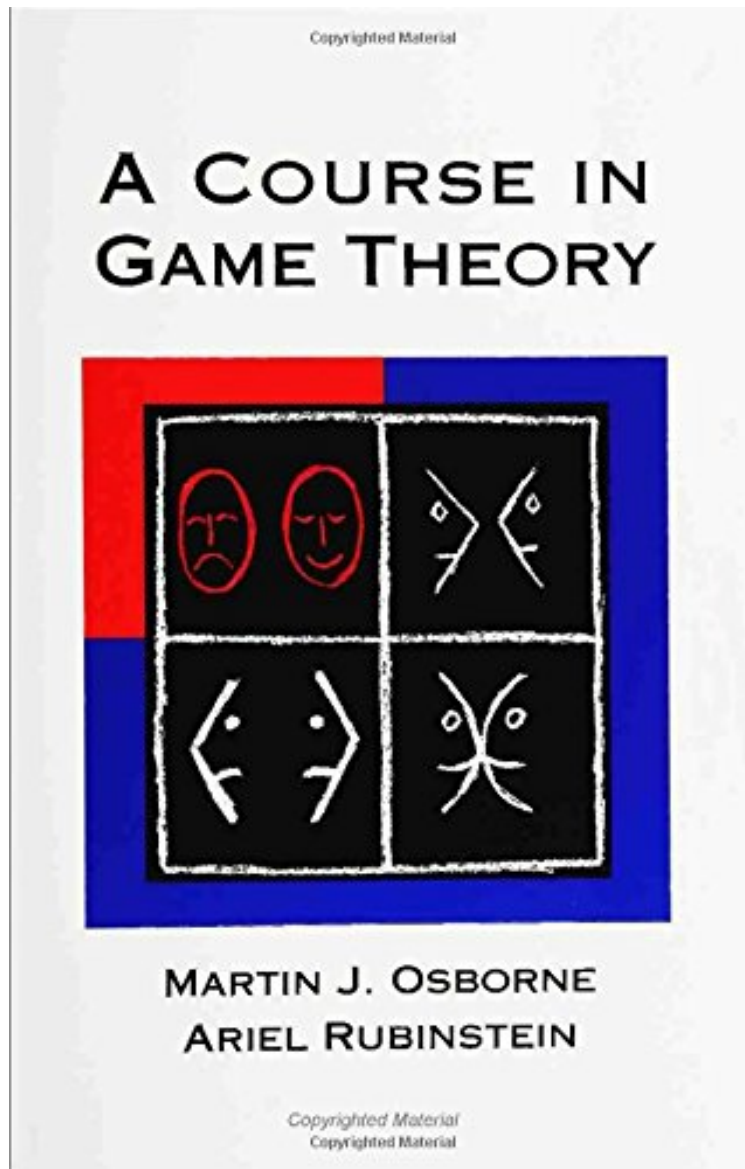


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Martin J. Osborne, Ariel Rubinstein : A Course in Game Theory (MIT Press) before purchasing it in order to gauge whether or not it would be worth my time, and all praised A Course in Game Theory (MIT Press):

3 of 3 people found the following review helpful. Great book! By Fang Jing This is one of the best books ever written on game theory. I originally used it for my first year PhD microeconomics course as a reference and found it immensely helpful. Nowadays I still refer to it now and then during research. The authors also give excellent explanations of the economics, not just the math. A must have on the shelf of an economic theorist. You can find

electronic copies of the book and the solution manual on the authors' website:

<http://books.osborne.economics.utoronto.ca/>. The authors also maintain a very comprehensive errata for all printings of the book: <http://www.economics.utoronto.ca/osborne/cgt/>. 0 of 0 people found the following review helpful. Five Stars

By Customernice book! 0 of 0 people found the following review helpful. A very good book but dense
By T. Roberts
This book was assigned for a graduate economics class I'm taking. It's very good, very complete, introduces all of the important game theory concepts in a very sophisticated way and covers a lot of material, but it's very dense, it doesn't take a long time to explain things. It tell you how it is and moves on to the next topics. I like a lot of the examples, they're entertaining, but they don't do a lot of showing you how to solve games. For someone who is learning game theory for the first time, I liked a book that was used for teaching undergrads by Dixit and Skeath, I think it was called Games of Strategy. But for a more advanced coverage of the material, this book is very good.

A Course in Game Theory presents the main ideas of game theory at a level suitable for graduate students and advanced undergraduates, emphasizing the theory's foundations and interpretations of its basic concepts. The authors provide precise definitions and full proofs of results, sacrificing generalities and limiting the scope of the material in order to do so. The text is organized in four parts: strategic games, extensive games with perfect information, extensive games with imperfect information, and coalitional games. It includes over 100 exercises.

Martin Osborne and Ariel Rubinstein have made most of their theoretical contributions on the strategic side, and yet they devote a nice portion of the book to cooperative game theory. I recommend this book highly. It is beautifully done, and it recognized the importance of the cooperative theory. (Robert J. Aumann, Professor of Mathematics, The Hebrew University of Jerusalem)
About the Author
Martin J. Osborne is Professor of Economics at the University of Toronto, Canada.
Ariel Rubinstein is Professor of Economics at Tel Aviv University, Israel, and Princeton University.