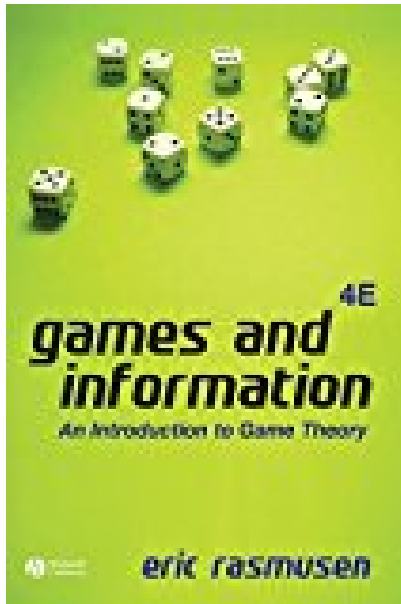


Games and Information An Introduction to Game Theory



BOOK DETAILS

- Author : Eric Rasmusen
- Pages : 558 Pages
- Publisher : Wiley-Blackwell
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BOOK SYNOPSIS

Written in a crisp and approachable style, Games and Information uses simple modeling techniques and straightforward explanations to provide students with an understanding of game theory and information economics. Written for introductory courses seeking a little rigor. The 4th edition brings the material fully up-to-date and includes new end-of-chapter problems and classroom projects, as well as a math appendix. Accompanied by a comprehensive website featuring solutions to problems and teaching notes.

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