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Games of Strategy, famous for its simple yet accurate exposition and its great examples and exercises, has been extensively revised for this Fourth Edition. The key to its broad success is that the authors assume no prior knowledge of game theory and present the material in the most accessible way possible. With new and improved features and compelling end-of-chapter exercises, this Fourth Edition of Games of Strategy continues to engage students around the world.

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.

The perfect balance of readability and formalism. Joel Watson has refined his successful text to make it even more student-friendly. A number of sections have been added, and numerous chapters have been substantially revised. Dozens of new exercises have been added, along with solutions to selected exercises. Chapters are short and focused, with just the right amount of mathematical content and end-of-chapter exercises. New passages walk students through tricky topics.

This book on game theory introduces and develops the key concepts with a minimum of mathematics. Students are presented with empirical evidence, anecdotes and strategic situations to help them apply theory and gain a genuine insight into human behaviour. The book provides a diverse collection of examples and scenarios from history, literature, sports, crime, theology, war, biology, and everyday life. These examples come with rich context that adds real-world meat to the skeleton of theory. Each chapter begins with a specific strategic situation and is followed with a systematic treatment that gradually builds understanding of the concept.

Game theory has become increasingly popular among undergraduate aswell as business school students. This text is the first to provideboth a complete theoretical treatment of the subject and a variety ofreal-world applications, primarily in economics, but also in business,political science, and the law. Game theory has become increasingly popular among undergraduate as well as business school students. This text is the first to provide both a complete theoretical treatment of the subject and a variety of real-world applications, primarily in economics, but also in business, political science, and the law. Strategies and Games grew out of Prajit Dutta's experience teaching a course in game theory over the last six years at Columbia University.The book is divided into three parts: Strategic Form Games and Their Applications, Extensive Form Games and Their Applications, and Asymmetric Information Games and Their Applications. The theoretical topics include dominance solutions, Nash equilibrium, backward induction, subgame perfect equilibrium, repeated games, dynamic games, Bayes-Nash equilibrium, mechanism design, auction theory, and signaling. An appendix presents a thorough discussion of single-agent decision theory, as well as the optimization and probability theory required for the course.Every chapter that introduces a new theoretical concept opens with examples and ends with a case study. Case studies include Global Warming and the Internet, Poison Pills, Treasury Bill Auctions, and Final Jeopardy. Each part of the book also contains several chapter-length applications including Bankruptcy Law, the NASDAQ market, OPEC, and the Commons problem. This is also the first text to provide a detailed analysis of dynamic strategic interaction.

In this lavishly illustrated full-color retrospective, discover never-before-seen photos that bring to life the people and stories behind the most popular games of all time, including Space Invaders, Pac-Man, Centipede, Donkey Kong, Asteroids, SimCity, Quake, Myst, Tomb Raider, and more. This is the inside scoop on the history, successes, tricks, and even failures of the entire electronic games industry.

To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. "Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I've seen for thinking about the relationships between core mechanics, and gameplay, and player-one that I've found useful for both teaching and research." - Michael Mateas, University of California at Santa Cruz, co-creator of Façade

Thinking strategically is what separates managers and leaders. Learn the fundamentals about how to create winning strategy and lead your team to deliver it. From understanding what strategy can do for you, through to creating a strategy and engaging others with strategy, this book offers practical guidance and expert tips. It is peppered with punchy, memorable examples from real leaders winning (and losing) with real world strategies. It can be read as a whole or you can dip into the easy-to-read, bite-size sections as and when you need to deal with a particular issue. The structure has been specially designed to make sections quick and easy to use - you'll find yourself referring back to them again and again.

Praise for the Second Edition: "This is quite a well-done book: very tightly organized,better-than-average exposition, and numerous examples,illustrations, and applications." -Mathematical Reviews of the American MathematicalSociety An Introduction to Linear Programming and Game Theory, ThirdEdition presents a rigorous, yet accessible, introduction tothe theoretical concepts and computational techniques of linearprogramming and game theory. Now with more extensive modelingexercises and detailed integer programming examples, this bookuniquely illustrates how mathematics can be used in real-worldapplications in the social, life, and managerial sciences,providing readers with the opportunity to develop and apply theiranalytical abilities when solving realistic problems. This Third Edition addresses various new topics and improvementsin the field of mathematical programming, and it also presents twosoftware programs, LP Assistant and the Solver add-in for MicrosoftOffice Excel. For solving linear programming problems. LPAssistant, developed by coauthor Gerard Keough, allows readers toperform the basic steps of the algorithms provided in the book andis freely available via the book's related Web site. The use of thesensitivity analysis report and integer programming algorithm fromthe Solver add-in for Microsoft Office Excel is introduced soreaders can solve the book's linear and integer programmingproblems. A detailed appendix contains instructions for the use ofboth applications. Additional features of the Third Edition include: A discussion of sensitivity analysis for the two-variableproblem, along with new examples demonstrating integer programming,non-linear programming, and make vs. buy models Revised proofs and a discussion on the relevance and solution ofthe dual problem A section on developing an example in Data EnvironmentAnalysis An outline of the proof of John Nash's theorem on the existenceof equilibrium strategy pairs for non-cooperative, non-zero-sumgames Providing a complete mathematical development of all presentedconcepts and examples, Introduction to Linear Programming andGame Theory, Third Edition is an ideal text for linearprogramming and mathematical modeling courses at theupper-undergraduate and graduate levels. It also serves as avaluable reference for professionals who use game theory inbusiness, economics, and management science.

The authors of Thinking Strategically demonstrate how to apply the principles in game theory to achieve greater personal and professional successes, drawing on a diverse array of case studies to explain how to develop a win-oriented way of seeing the world.

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