Games and Information: An Introduction to Game Theory, 4th Edition
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DESCRIPTION

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.

ABOUT THE AUTHOR

Eric Rasmusen is the Dan R. and Catherine M. Dalton Professor of Business Economics and Public Policy at Indiana University in Bloomington. In addition to Games and Information, he has edited Readings in Games and Information (Blackwell, 2001) and co-authored Measuring Judicial Independence: The Political Economy of Judging in Japan (2003).
FEATURES

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