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

**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**

FEATURES

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