

Game Theory A Nontechnical Introduction Morton D Davis

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The foundations of game theory were laid by John von Neumann, who in 1928 proved the basic minimax theorem, and with the 1944 publication of the Theory of Games and Economic Behavior, the field was established. Since then, game theory has become an enormously important discipline because of its novel mathematical properties and its many applications to social, economic, and political problems.

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Game Theory: A Nontechnical Introduction to the Analysis of Strategy by Roger McCain. Publisher: Drexel University 2010 ISBN/ASIN: 0324175728 Number of pages: 413. Description: Striking an appropriate balance of mathematical and analytical rigor, Strategy and Conflict: A Non-Technical Introduction to Game Theory teaches by example.

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Well, as this book's title suggests, it is a fairly "nontechnical" introduction to game theory, which normally includes lots of math. I'm not a mathy person and I didn't know how much of it usually is in game theory when I signed up for my (elective) Thomas Edison State College course "Games People Play."

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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.

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Game theory, branch of applied mathematics that provides tools for analyzing situations in which parties, called players, make decisions that are interdependent. This interdependence causes each player to consider the other player's possible decisions, or strategies, in formulating strategy.

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Game theory has been used to make investment decisions, pick jurors, commit tanks to battle, allocate business expenses equitably — even to measure a senator's power, among many other uses. In this revised edition of his highly regarded work, Morton Davis begins with an overview of game theory, then discusses the two-person zero-sum game with equilibrium points; the general, two-person zero-sum game; utility theory; the two-person, non-zero-sum game; and the n-person game.

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Morton D. Davis' 'Game Theory - A Nontechnical Introduction' brilliantly achieves the author's objective of presenting the reader with a concise introduction to game theory, a branch of applied mathematics that deals with decision-making and return maximization. The text is pleasant to read and provides clear, intuitive explanations as well as ...

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