



Game Theory Topics: Incomplete Information, Repeated Games and N-Player Games (Quantitative Applications in the Social Sciences)

Evelyn C. Fink, Scott Gates, Brian D. Humes

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Game theory, particularly the use of repeated games, *N*-person games, and incomplete information games have been popular research techniques in political science, sociology and management, but difficult for new social researchers to use until now.

This book aims makes these topics accessible to all social scientists. Using a common social science game, Chicken, to illustrate the concepts, the book introduces readers to: games of incomplete information; how to build uncertainty into game theoretic models; the concept of Bayesian Nash equilibrium; and the role of repetition.



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