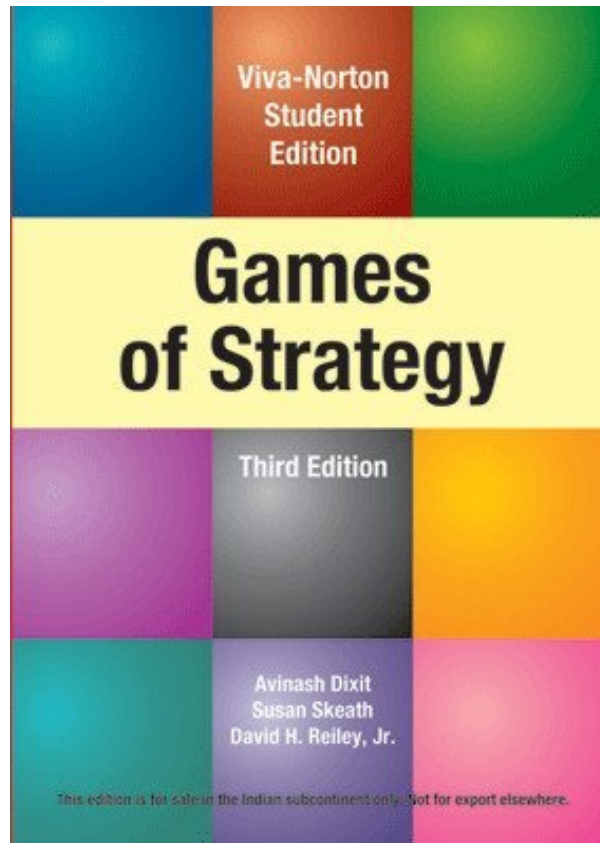
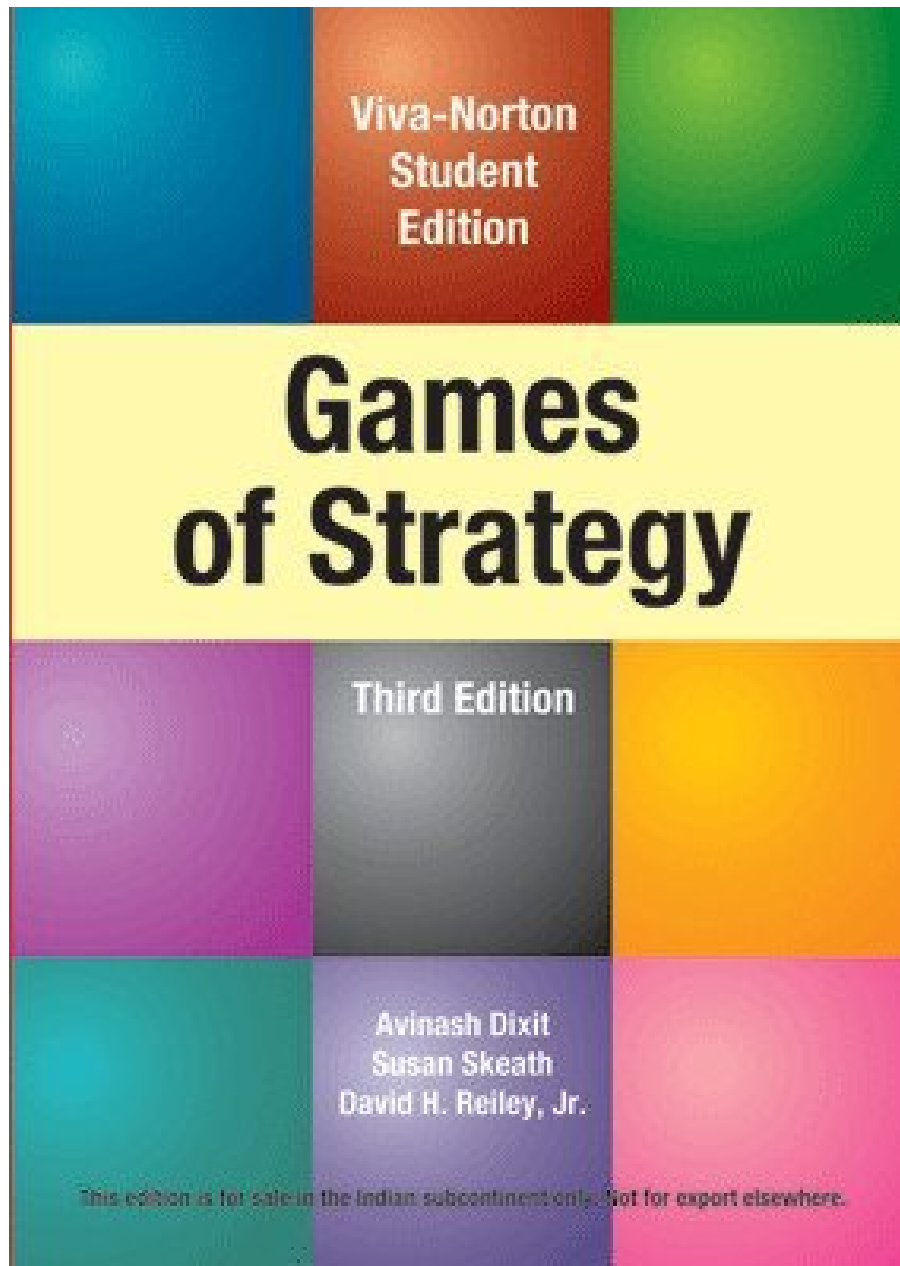


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About the Author

Avinash Dixit is recently retired as the John J. F. Sherrerd University Professor of Economics at Princeton University, where he offered his popular freshman course in game theory for many years. He is among the world's leading economists, having made fundamental contributions in several major fields, including game theory. He is the author of many books, including *Thinking Strategically* (with Barry J. Nalebuff, Norton, 1991), and *The Art of Strategy* (also with Barry J. Nalebuff, Norton, 2009).

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Susan Skeath is Professor of Economics at Wellesley College, where she teaches a number of courses in microeconomics, including the game theory course she introduced into the school's curriculum. She conducts research in international trade theory and earned her doctorate at Princeton University.

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Engaging and highly readable, Games of Strategy is a clear and comprehensive introduction to the study of game theory.

The third edition uses resonant, real-world examples to simplify complex theoretical ideas, helping students see the value of strategic thinking in a variety of situations.

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Very Well Written for its Intended Audience

By John Matlock

Now in its third edition, this book has become one of the standards used for a general introduction to game

theory at the beginning college level. In this edition the authors (with the addition of David Reiley) have maintained their philosophy of using situations commonly understood by college students (dating, taking tests, historical situations) to illustrate the commonly understood games.

Virtually each chapter has been changed at least minimally, and some chapters have seen extensive changes that reflect more recent changes in game theory. One such area of major change is the treatment of information in games and its subtopic mechanism design. This area was a subject of research for which the 2007 Nobel Prize in Economics was awarded. These changes have required major rewriting of several chapters and the creation of a new chapter.

Consistent with the earlier editions, this book is very well written in a manor that the beginning college student can appreciate and the mathematical content is very low as is fitting for an introductory book.

5 of 5 people found the following review helpful.

A good introduction to game-theory

By Amazon Customer

As a non-mathematical graduate student who still needs an appreciation of game-theory I found this book to be highly enlightening. The concepts and framework of the field is explained verbally, which is preferable for those that require an appreciation for, rather than a complete understanding of, game theory. A number of applications for game theory are also discussed that serve to demonstrate the broad applicability of the field.

Overall, I would suggest that this book is a suitable alternative for an introductory course in game theory. I therefore recommend it to those who need to use or appreciate game theory without needing to have a thorough grasp of the mathematics. Alternatively, it would also make a good introductory text for those just starting out. However, while this book may be preferable to those who are not game-theorists by trade or those who are just beginning their study, it may be too broad and unsuitable for those who require a deeper understanding.

8 of 10 people found the following review helpful.

Confusing for Any Student Regardless of Level

By AJ

I am a doctoral candidate in economics and I gained exposure to this book while trying to help an undergraduate friend with her game theory course taught by one of the authors. From what I read, the body of the textbook is satisfactory, despite poorly formatted equations and numerical examples.

The failing of this textbook is however in the unnecessarily convoluted and poorly worded examples and exercises. The discipline is challenging enough as is and it is only made worse when it is so difficult to comprehend what the exercises are asking you to answer. This sounds rather harsh, but it's extremely frustrating to not be able use this textbook to demonstrate the material when I already have a solid understanding of it. I would have simply used another textbook, but as I mentioned the student was being taught by one of the authors.

An unsatisfactory effort from a very good economist in Dixit. I would recommend the Rasmusen text instead for an introductory game theory class.

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