Game Theory A Nontechnical Introduction Morton D Davis

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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.

Game Theory: A Nontechnical Introduction to the Analysis ...

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."

Game Theory: A Nontechnical Introduction by Morton D. Davis

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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 Page 477

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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.

game theory | Definition, Facts, & Examples | Britannica

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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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