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Since its original publication in 2000, Game Theory Evolving has been considered the best textbook on evolutionary game theory. This completely revised and updated second edition of Game Theory Evolving contains new material and shows students how to apply game theory to model human behavior in ways that reflect the special nature of sociality and individuality. The textbook continues its in-depth look at cooperation in teams, agent-based simulations, experimental economics, the evolution and diffusion of preferences, and the connection between biology and economics.

Recognizing that students learn by doing, the textbook introduces principles through practice. Herbert Gintis exposes students to the techniques and applications of game theory through a wealth of sophisticated and surprisingly fun-to-solve problems involving human and animal behavior. The second edition includes solutions to the problems presented and information related to agent-based modeling. In addition, the textbook incorporates instruction in using mathematical software to solve complex problems. Game Theory Evolving is perfect for graduate and upper-level undergraduate economics students, and is a terrific introduction for ambitious do-it-yourselfers throughout the behavioral sciences.

Revised and updated edition relevant for courses across disciplines

Perfect for graduate and upper-level undergraduate economics courses

Solutions to problems presented throughout

Incorporates instruction in using computational software for complex problem solving

Includes in-depth discussions of agent-based modeling

Herbert Gintis holds faculty positions at the Santa Fe Institute, Central European University, and University of Siena. He has coedited numerous books, including Moral Sentiments and Material Interests, Unequal Chances (Princeton), and Foundations of Human Sociality.