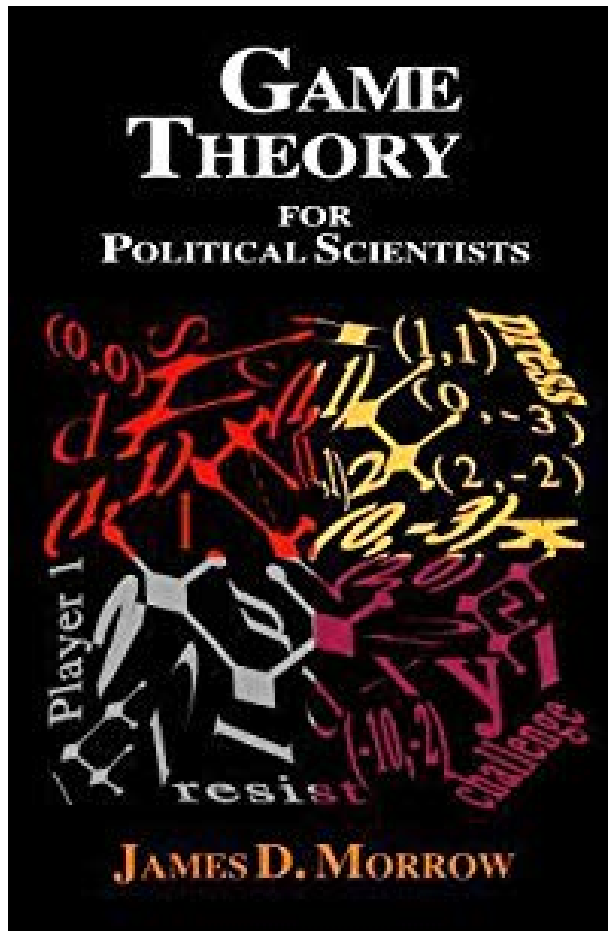


# Game Theory for Political Scientists



<b>Pages:</b>	400
<b>Language</b>	English
<b>Author:</b>	James D. Morrow
<b>ISBN10:</b>	0691034303
<b>Genre:</b>	Politics
<b>ISBN13:</b>	9780691034300
<b>Goodreads Rating:</b>	3.97
<b>Published:</b>	December 19th 1994 by Princeton University Press

[Game Theory for Political Scientists.pdf](#)

[Game Theory for Political Scientists.epub](#)

Game theory is the mathematical analysis of strategic interaction. In the fifty years since the appearance of von Neumann and Morgenstern's classic *Theory of Games and Economic Behavior* (Princeton, 1944), game theory has been widely applied to problems in economics. Until recently, however, its usefulness in political science has been underappreciated, in part because of the technical difficulty of the methods developed by economists. This book is the first comprehensive attempt to adapt contemporary game theory to political analysis. It uses a minimum of mathematics to teach the essentials of game theory and contains problems (with solutions) suitable for advanced undergraduate and graduate students in all branches of political science. Morrow begins with classical utility and game theory and ends with current research on repeated games and games of incomplete information. The book focuses on noncooperative game theory and its application to international relations, political economy, and American and comparative politics. Special attention is given to modeling problems in four areas: bargaining, legislative voting rules, voting in mass elections, and deterrence. An appendix reviews relevant mathematical techniques and brief bibliographic essays at the end of each chapter suggest further readings, graded according to difficulty. This rigorous but accessible introduction to game theory will be of use not only to political scientists but also to psychologists, sociologists, and others in the social sciences.