



Game Theory: Decisions, Interaction and Evolution (Springer Undergraduate Mathematics Series)

James N. Webb

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The outstanding feature of this book is that it provides a unified account of three types of decision problem. It covers the basic ideas of decision theory, classical game theory, and evolutionary game theory in one volume. No background knowledge of economics or biology is required as examples have been carefully selected for their accessibility. Detailed solutions to the numerous exercises are provided at the back of the book, making it ideal for self-study. This introduction to game theory is intended as a first course for undergraduate students of mathematics, but it will also interest advanced students or researchers in biology and economics.

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