

1 Suggested readings

We provide a relatively small set of bibliographical items that could be useful for readers willing to proceed further in Game Theory.

First of all, books that are good as a “preliminary step”, almost at a popular/scientific level: Davis ([1970]) and Straffin ([1996]). Should not be needed, after the course, but even in this case they could be of some help.

A more complete introduction to GT is offered by the books of Osborne ([2003]), Binmore ([1992]), Dutta ([1999]), Luce and Raiffa ([1957]).

At a more advanced level, we would suggest three books that are essentially texts for graduate students: Owen ([1968]), a very good source for cooperative games; Myerson ([1991]), whose highlights are (in our humble opinion) the chapters on utility theory, on communication and on cooperation under uncertainty; Osborne and Rubinstein ([1994]), that we would recommend for repeated games and implementation theory. A text that is worth to consider as a general reference source is the Handbook of Game Theory, in three volumes, edited by Aumann and Hart ([1992]).

It is also worth mentioning a recent volume entitled “Algorithmic Game Theory”, edited by Nisan *et al.*, ([2007]).

Interesting sources to discuss foundational and interpretational issues are the already quoted book by Luce and Raiffa, Kreps ([1990]) and Aumann ([1987]).

From the point of view of web-based sources, it is quite rich the web page maintained by Shor: <http://www.gametheory.net>. A lot of material (most of which in Italian, but it can be found also a video course on GT, available for download and in English) can be found also in the web page associated with Patrone ([2006]):

<http://dri.diptem.unige.it>.

Some more references, on decision theory:

- basic sources: von Neumann and Morgenstern ([1944]), in the 1947 edition; Savage ([1954])
- suggested readings (in increasing order of formalism and difficulty): French ([1993]); Kreps ([1988]); Fishburn ([1979]). An interesting source is also: Bouyssou *et al.* ([1986]).

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