

Suggested readings on game theory:

A complete introduction to game theory is offered by

Osborne, Martin J. *An introduction to game theory*. Vol. 3. No. 3. New York: Oxford University Press, 2004.

Binmore, Ken. *Fun and games, a text on game theory*. Heat and Company, Lexington (MA), 1992.

Dutta, Prajit K. *Strategies and games: theory and practice*. MIT press, 1999.

Luce, R. Duncan, and Howard Raiffa. *Games and decisions: Introduction and critical survey*. Courier Corporation, 2012.

At a more advanced level, we would suggest four books:

Owen, Guillermo. *Game Theory*. Academic Press, New York, 1982.
(*in particular for cooperative game theory*)

Myerson, Roger B. *Game theory: analysis of conflict*. Harvard University , 1991.
(*in particular for utility theory, communication situations and cooperation under uncertainty*)

Osborne, Martin J., and Ariel Rubinstein. *A course in game theory*. MIT press, 1994.
(*in particular for non cooperative games and implementation theory*)

Peters, Hans. *Game theory: A Multi-leveled approach*. Springer Science & Business Media, 2008.
(*in particular for a complete introduction to cooperative games*).

I want also mention the very interesting books on the specific topic of the School:

Nisan, T Roughgarden, E Tardos, VV Vazirani. *Algorithmic game theory*. Eds. Tim Roughgarden, and Eva Tardos. Vol. 1. Cambridge: Cambridge University Press, 2007.

Chalkiadakis, Georgios, Edith Elkind, and Michael Wooldridge. *Computational aspects of cooperative game theory*. Synthesis Lectures on Artificial Intelligence and Machine Learning, Morgan & Claypool Publishers, 2011