A TIMELINE OF GAME THEORY

1836: Cournot
Oligopoly
§2

1913: Zermelo (chess)
"Über eine Anwendung der
Mengenlehre auf die Theorie des
Schachspiels"
§3

1950: Nash
"Equilibrium points
of n-person games"
§2

1934: Stackelberg
oligopoly
§3

1953: Kuhn
Extensive form
games (game
trees) §3

1967 Harsanyi
"Games with incomplete information
among Bayesian players" §4

1971 Friedman
"A non-cooperative equilibrium
for supergames" §3
(Folk theorem)

1973: Spence
Job market
signaling §4

1800   1900   2000

1828: von Neumann
"Zur Theorie der Gesellschaftsspiele"
⇝ Minimax theorem for
zero-sum games *
§2

1944 von Neumann/Morgenstern
Book: Theory of games and
economic behavior
Axiomatic approach to
utility functions, zero-sum
games *
§2

1965: Selten
"Spieltheoretische Behandlung
eines Oligopolmodells mit
Nachfrageträgheit"
⇝ subgame perfect
equilibrium §3

1982 Güth
"An experimental analysis
of ultimatum bargaining"
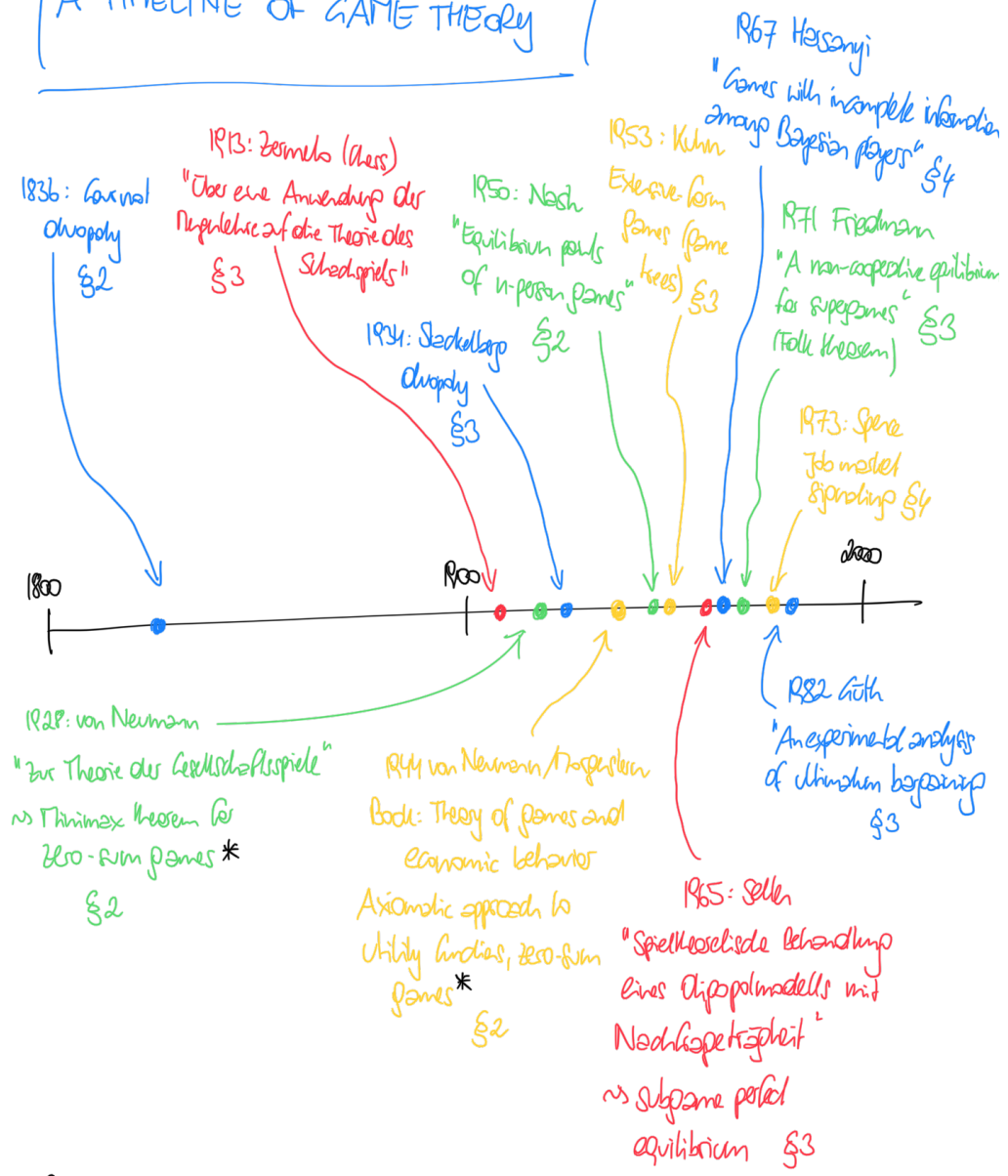§3

§2 Static games with complete information

§3 Dynamic games with complete information

§4 Games with incomplete information

* A two-player game $\Gamma = (\{1,2\}, \mathcal{A}, \pi)$ is zero-sum if $\pi^{(1)}(a^{(1)}, a^{(2)}) = -\pi^{(2)}(a^{(1)}, a^{(2)})$
for all actions $a^{(1)}, a^{(2)}$
[One player's gain is the other player's loss]