Game Theory Books

There are by now hundreds of books on game theory, ranging from popular to graduate student level, many of them very well written. Among those aimed at undergrads, some of my favorites include:

Binmore, Ken. *Fun and Games* or (revised edition) *Playing for Real*. A major contributor to the field, Binmore is entertaining and idiosyncratic even when he get into more technical material.

Dixit, Skeath, Reiley. *Games of Strategy*. Originates in a lower division course at Princeton, hence a bit less technical, but well written and in its own way fairly deep.

Osborne. *An Introduction to Game Theory*. This one is a bit more technical but also well written and clear.

Nasar. *A Beautiful Mind*. The bestselling biography of John Nash, on which the movie was based. You’ll learn more about schizophrenia than about game theory as such, but it is a first rate intellectual history.

McMillan. *Games, Strategies and Managers*. Nontechnical, for folks who like to read books on business.

Nowak. *Evolutionary Dynamics*. An introduction to some aspects of evolutionary game theory.

Watson. *Strategy: An introduction to game theory*. Previously used as the main text in 166a, this book sometimes gets a little more technical than Harrington, and is not as broad, but includes a nice start on contract theory.