Preface
Introduction
What is Game Theory Good For?
Three Examples
Experimental Regularity and Behavioral Game Theory
Basic Game Theory
Experimental Design
Dictator, Ultimatum, and Trust Games
Ultimatum and Dictator Games: Basic Results
Methodological Variables
Demographic Variables
Culture
Descriptive Variables: Labeling and Context
Structural Variables
Trust Games
Theory
Mixed-Strategy Equilibrium
Early Studies
Modern Studies
Subjective Randomization and Mixed Strategies
Explicit Randomization
Patent Race and Location Games with Mixed Equilibria
Two Field Studies
Bargaining
Unstructured Bargaining
Structured Bargaining
Bargaining under Incomplete Information
Dominance-Solvable Games
Simple Dominance-Solvable Games
Beauty Contest Games
Games in Which Iterated Reasoning Decreases Payoffs
When More Iteration is Better: The "Dirty Faces" Game
The "Groucho Marx" Theorem in Zero-Sum Betting
Structural Models of Decision Rules and Levels of Reasoning
Theories
Raw Choices in Email Game and Additional Data
Learning
Theories of Learning
Reinforcement Learning
Belief Learning
Imitation Learning