

ECOM084A

View Online



[1]

Börgers, T. et al. 2015. An introduction to the theory of mechanism design. Oxford University Press.

[2]

Fudenberg, D. and Tirole, J. 1991. Game theory. MIT Press.

[3]

Myerson, R.B. 1991. Game theory: analysis of conflict. Harvard University Press.

[4]

Osborne, M.J. and Rubinstein, A. 1994. A course in game theory. MIT Press.

[5]

2014. Repeated Games. Cambridge University Press.