

[illegible]

Mechanism Design: Taste

Game Theory Course:
Jackson, Leyton-Brown & Shoham

Can We Design a System to Efficiently Mediate Bargaining?

Game Theory Online

cooperative payoff utility Bayesian Normal-form auctions repeated tragedy of the commons Nash equilibrium class players rational math random action strategies zero-sum probability

Can we avoid wasting resources and energy by *designing* the game?



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