Chapter 17
Concluding Remarks

ABSTRACT

The main purpose of this chapter is to present a broad brush picture of the many areas of game theory researches and applications that have come into being. Therefore, this chapter can serve only as a minimal guide to the study of game theory and offer pointers towards future research. Although the discussion here has been primarily concerned with the present and future, it is desirable to have at least some understanding of the past. In addition, a rich reference is provided to help readers more fully appreciate the game theory developments of today.

READING LISTS FOR KEY ISSUES IN GAME THEORY

Since the1950s, a broad coverage of game theory has successfully been extended. There are many subdisciplines in game theory. The breakneck speed of development of game theory calls for an appreciation of both the many realities of conflict, coordination and cooperation and the abstract investigation of all of them. Therefore, the boundaries among them are not firm, and there is a considerable mix involving, substantive areas (Shubik, 2011).

The purpose in this subsection is to present a broad brush picture of the many areas of game theory that have come into being. Some of the game theory developments may take place with many thousands of books and articles. They can be a minimal guide to key issues and main fields of game theory. The topics and fileds noted below touch on areas where formal models already exist, and special results have been obtained. Although the distinction is not tight all of the topics and fileds and the range of topics are clearly eclectic and sparse, we classify the main ideas of game theory into 19 topics. With no attempt at an in-depth discourse on the proliferation of subspecializations, a broad sketch of many of the current areas of game theory and reading lists are given as follows. In each instance one or a few references in reading lists are noted as early papers or exemplars of work in that specialty.

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