



Recent Advances in Game and Decision Theory: Structures, Models, Applications and Software Implementation

Guest Editor:

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Message from the Guest Editor

This special issue desires to collect research and survey papers about Game Theory and Decision Theory, from the wide range of these two fields. In particular, papers devoted to significant applications in economics, finance, industrial organization and other various concrete fields are especially welcome as well as papers in which the problem solving requires software implementations, automatic numerical calculus and renowned softwares such as Matlab, Mathematica and so on.

Game theory revealed a major method used in mathematical economics and business administration for modelling competing behaviours of interacting agents. We welcome applications in a wide range of economic phenomena and approaches, such as: auctions, bargaining, mergers & acquisitions, co-opetition, pricing, fair division, duopolies, oligopolies, social network formation, agent-based computational economics, general equilibrium, mechanism design, voting systems, experimental economics, behavioral economics, information economics, industrial organization, political economy and so on.





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Message from the Editor-in-Chief

The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

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