



games



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Applications of Game Theory to Industrial Organization

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Message from the Guest Editors

This Special Issue aims to collect original, high-quality applications of game-theoretic methods to the broad field of industrial organization. A non-exhaustive list of these methods includes: dynamic and Stackelberg games, entry games, models with myopic, adaptive and farsighted players, behavioral games, cooperative and coalition formation games and network and information sharing games. Applications include, but are not limited to, collusion, horizontal and vertical differentiation, innovation, two-sided markets, markets with asymmetric information, vertical industries and monopolistic competition.

Keywords

non-cooperative games
cooperative games
imperfect competition
asymmetric information
vertical markets
collusion
differentiation
innovation
two-sided markets

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