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Game Theory in Economics: Recent Advances in Spatial Competition

Guest Editor:

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Message from the Guest Editor

Dear Colleagues,

The term “spatial competition models” is commonly used to indicate the class of models in which space plays a central role in determining the result of the interaction between economic agents. Starting from the seminal contribution of Hotelling (1929), spatial competition has become a central theme for economists and regional scientists, dealing with issues such as agglomeration, dispersion, and so on. Nowadays, game theory is commonly adopted in spatial competition models, and it is not an exaggeration to say that game-theoretic concepts and tools have improved our understanding of spatial competition by creating new models and extending existing ones.

This Special Issue aims to collect original, high-quality applications of game-theoretic methods to spatial competition models. A non-exhaustive list of these methods includes, but is not limited to, static games, repeated games, Stackelberg games, entry games, and cooperative games. Applications include, but are not limited to, firms’ location, urban agglomeration/dispersion, horizontal and vertical differentiation, competition between private and public firms, and R&D competition.