



games



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Games and Psychology

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Message from the Guest Editor

Dear Colleagues,

Recent interdisciplinary work has attempted to explain how people behave in game theoretic scenarios in terms of fundamental psychological and neural mechanisms such as reward processing, attention, emotion, and personality measures, amongst others. This type of work can deliver important insights, from demonstrating that complex interactive behavior can be understood in terms of basic processes to explaining the variability of behavior by individual differences in cognitive and social abilities as well as variation in genes and pharmacology. This Special Issue seeks to better understand the link between psychological processes and behavior in interactive settings. We welcome all contributions which are interested in exploring the psychological processes, defined broadly, underlying interactive decision-making.

Alan Sanfey
Guest Editor



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Special Issue