Symposium on Industrial Organization and Game Theory

Fernanda A. Ferreira and Flávio Ferreira

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INTRODUCTION

Industrial Organization is the field of economics that studies the behaviour of firms and the structure of markets when markets fail to be perfectly competitive. Game Theory is a branch of mathematical analysis developed to study decision making in conflict situations. Such a situation exists when two or more decision makers who have different objectives act on the same system or share the same resources. Game theory has become the standard language of Industrial Organization: the industrial organization theory literature is now presented almost exclusively in terms of game theoretic models. Game Theory is a mathematical tool used to analyze the behaviour of firms and its impact on market structure, pricing and profits.

The aim of the symposium on Industrial Organization and Game Theory, at the International Conference of Numerical Analysis and Applied Mathematics 2009 (ICNAAM 2009), is to bring together researchers with different backgrounds and interests in all aspects of Game Theory, its applications in Industrial Organization, and its practice, in order to further communication, collaboration, and exchange of new ideas. The topics include, but are not limited to the following: Game Theory and Management, dynamic games, stochastic games, network games, bargaining, coalition formation, cooperative games, differential games, learning, non-cooperative games, oligopoly games, voting and power indices; applications of games in fields such as strategic management, marketing, operations management, public management, financial management, human resource, energy and resource management, and, in particular, industrial organization that investigates the outcomes of market structures in environments with prices or quantity competition, demand and costs uncertainty, product differentiation, R&D and innovation, international trade policies, and others.

ORGANIZERS

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