

GAME THEORY

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graph TD; GT[GAME THEORY] --> CGT[Classical Game Theory]; GT --> DGT[Dynamic Game Theory]; GT --> CGT2[Combinatorial Game Theory]; GT --> OTGT[Other Topics in Game Theory];
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Classical Game Theory

Games with finite numbers of strategies.

Games with probability (either induced by the player or the game).

Games with coalitions.

Examples:

Poker, Strategic Military Decision Making, Negotiations.

Dynamic Game Theory

Games with time.

Games with motion or a dynamic component.

Examples:

Optimal play in a dog fight. Chasing your brother across a room.

Combinatorial Game Theory

Games with **no** chance.

Generally two player strategic games played on boards.

Moves change the structure of a game board.

Examples:

Chess, Checkers, Go, Nim.

Other Topics in Game Theory

Evolutionary Game Theory

Experimental / Behavioral Game Theory

Examples:

Evolutionary dynamics in closed populations, Determining why altruism is present in human society.