



Experiments on Communication in Games

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Message from the Guest Editors

Dear Colleagues,

Communication can have a large impact on behavior in many games, and content analysis of communication in experiments is a powerful tool for understanding strategic thinking. This Special Issue focuses on experimental studies of communication in games. Potential topics include, but are not limited to, sender–receiver games, the impact of pre-play communication in games, communication in group identity tasks, and content analysis of communication. Any type of communication may be considered, including costly or costless, limited or free-form, and electronic or face-to-face. We welcome submissions using laboratory experiments, field experiments, or meta-analyses of experimental results.

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