



games



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Games and Industrial Organization

Guest Editor:

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submissions:

closed (30 June 2018)

Message from the Guest Editor

Dear Colleagues,

This Special Issue of *Games* is dedicated to the analysis of strategic behavior in the field of industrial organization. In addition to the traditional topics of interest in this discipline, which acted as a Trojan horse in the adoption of game theory by the modern social sciences as a whole, potential topics of interest include, but are by no means limited to, the relationship between aggregate innovation and industry structure, two-sided markets, platforms, and price algorithms. Submissions dealing with the impact of vertical or horizontal mergers on technical progress, the analysis of the intertemporal evolution of an industry using Markovian tools, potential games and experimental evidence—to mention just a few other possibilities—are also welcome. The same applies to well-motivated reviews of ongoing debates.

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