

Workshop on Dynamics in Games and Economics 11-13 April 2010

(supported by the Institute of Advanced Study at Warwick, the EU Sixth Framework Programme CODY and the Complexity Doctoral training Centres of Warwick and Bristol)

Organiser: Sebastian van Strien (Warwick)

AIM: Game theory is particularly well-placed for building a platform to facilitate discussions of important issues such as the social coordination required to tackle climate issues, allocating scarce natural resources shortage and so on. The school will focus on aspects of the theory where "players" evolve strategies dynamically. The aim of this school is to study evolutionary games, replicator dynamics, fictitious dynamics and learning behaviour. These topics are of interest to economists (and to biologists) but at the same time have mathematical appeal.

The school will consist of a small number of mini-courses which survey various aspect of this field. These mini-courses require no in-depth background knowledge, but will be of a mathematical nature. There will also be a small number of short talks.

Registration for the workshop is free and is now open on the following page:
<http://www2.warwick.ac.uk/fac/sci/math/research/dynamics/wks-symp/april2010/>

This meeting is followed by an
EPSRC Symposium Workshop on Game theory for finance, social and biological sciences
at Warwick, 14-17 April.

Minicourse speakers:

Michel Banaïm (Universite de Neuchatel, Switzerland):

Learning Processes, Dynamical Systems and Stochastic Approximations in Games.

Christopher Harris (Cambridge University):

Cycles and Chaos in Fictitious Play

Sergiu Hart (Hebrew University):

Adaptive Heuristics and Game Dynamics

Josef Hofbauer (University Vienna):

Evolutionary Game Dynamics

Florian Wagener (University of Amsterdam):

Complex Evolutionary Systems in Behavioural Finance (joint work with C. Hommes)