

## Web-sites for economists

This issue's survey looks at the exciting world of game theory. The Canterbury Department has an outline of the history of game theory at <http://www.econ.canterbury.ac.nz/hist.htm>. There are also links on the Canterbury home page to the other sites in this survey.

Three key research centres specialising in game theory are the Centre for Economic Learning and Social Evolution at <http://else.econ.ucl.ac.uk/index.html>, the Game Theory Society at <http://cwis.kub.nl/~few5/center/gts/>, and the Center for Game Theory in Economics at <http://walras.economics.sunysb.edu/center.gametheory/index.html>.

ELSE, which is headed by Ken Binmore, is an interdisciplinary research centre based at University College London. Their research is concerned with the modelling of human behaviour in the social sciences. They have a particular interest in the evolutionary foundations of human behaviour, and in learning and imitation processes. The economists at ELSE also work on game theory and its applications to practical economic problems, such as the design of auctions and tenders. The site contains information on the members of ELSE, their research - including downloadable discussion papers - as well as information on the events going on at ELSE.

The Game Theory Society site contains an introduction to the Society itself along with information on the officers of the society and details on membership of the society. It also has details of forthcoming conferences and workshops and links to related sites.

The website for the Center for Game Theory in Economics site contains information about the Center and its Faculty and Staff. It also has details of previous and current conferences and workshops they are organizing. The site has links to working papers and other related sites. These include links to material on general game theory, instructional material, computer programs, journals and working paper collections and other research centres. There are also links to the personal homepages of games theorists in areas such as Anthropology, Biology, Computer Science, Economics, Engineering, Mathematics, and Political Science.

There are also many game theorists with personal web pages. David Levine's Economic and Game Theory Page - <http://levine.sscnet.ucla.edu/> - contains some of his recent papers, games to play, program to

find equilibria of zero sum games, course material, and links to many sites.

A must for all those interested in game theory is Alvin Roth's game theory and experimental economics page - <http://www.economics.harvard.edu/~aroth/alroth.html>. He has information available on game theory, experimental economics, and market design. There are many papers and short articles available along with links to a huge number of sites of interest to game theorists, information about conferences, and a lot more.

The homepage for Martin J. Osborne - <http://www.chass.utoronto.ca/~osborne/> - has available his CV with links to institutions, co-authors, and papers. There is information provided on Osborne's research including recent published papers, working papers, and a conjecture. The information available on Osborne's books includes the table of contents, corrections and updates for Osborne and Rubinstein's "A course in game theory" (MIT Press, 1994) and "Bargaining and markets" (Academic Press, 1990). In addition there is information and sample chapters for Osborne's undergraduate text "An introduction to game theory", which is still in progress. He also provides material on his teaching; LaTeX style files for articles, drawing games (strategic and extensive), and information on some common (La)TeX errors, and how to avoid them; maths in HTML and links to other sites.

Ted Bergstrom's home page - <http://www.econ.ucsb.edu/~tedb/> - has available recent papers, links to other economists, economics directories, theoretical biology servers, anthropology servers, museums, and web indexes.

Eric Rasmusen's site - <http://ezinfo.ucs.indiana.edu/~erasmuse/> - at the Indiana University School of Business includes information on his CV; unpublished and published papers; teaching material; various other links and his books. The information on his book includes chapters in Latex and PDF, the errata, extra problems (with answers) and so forth for "Games and Information" (3rd ed., Blackwell, 2001) and "Readings in Games and Information", (Blackwell, 2001). Also included on this site is the data used in the book, "The Bell Curve". These files are in the 1 to 3 megabyte range, and are available in two formats, with some examples of STATA regression program input and output.