

Teaching material: Game Theory

Written by

Saturday, 10 October 2009 20:25 - Last Updated Sunday, 20 December 2009 07:43

- **Category:** Natural Computation and Behavioural Robotics (ROB/GT)

Topic: Competition, Games and Evolution

Description: A brief introduction on Natural Gaming and how the environment "forces" competitive organisms into evolutionary stable strategies (ESS) and equilibria.



[download](#)]



All the documents and related material by [Harris Georgiou](#) are licensed, in parts and as a whole, under a [Creative Commons Attribution-Non-Commercial-Share Alike 3.0 Unported License](#)

. All the code sources and related material by [Harris Georgiou](#) are licensed, in parts and as a whole, under a [EU Public License](#)