Preface to the revised edition

The first edition of *Game Theory and Public Policy* arose from the exploration of some simple examples that attempted to represent some issues of public policy, including externalities, in terms of noncooperative and cooperative game theory. Thus, the first edition comprised two parts: the first a survey of models from the received literature of game theory with a view to their application to public policy, and the second an exposition of some proposed refinements of models used to represent externalities in particular. However, the material of Part II has been superseded by my subsequent research, largely published in McCain (2013). Thus, Part II has been completely rewritten. This in turn suggested some revisions of Part I, principally shifts of emphasis from topics that had served mainly to introduce ideas that were expanded in Part II. In addition, there have of course been some updates to reflect other developments in game theory and economics since 2008.