

Game Theory and Society: Models of Social Interaction in Sociological Research

**International Conference at ETH Zurich, Swiss Federal Institute of Technology,
July 27th to July 30th, 2011**

**Organizing Committee: Andreas Diekmann, Dirk Helbing, Ryan O. Murphy
Conference Office: Stefan Wehrli**

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Social interaction is a key concept in sociological thinking. If ego's payoffs depends on alters' choices, interactions are strategic. Game theory provides a precise, formal language to model situations of strategic interactions. While standard game theory builds on the concept of strictly rational actors, behavioral game theory modifies the restrictive assumptions by incorporating more realistic psychological motives in models of game theory. New developments, such as models of incomplete and asymmetric information, signaling models, the theory of repeated games, and evolutionary game theory enrich the applicability of game theory to sociological problems. For example, game theory led to new insights on the problems of social order and cooperation, contribution to collective goods, the emergence and stability of social norms, the problem of trust and commitment in social and economic transactions, to mention a few. Although game theory came into sporadic use in sociology since the 1960's, it has yet not become mainstream, not even in rational choice sociology. This situation is in stark contrast to the obvious potential of game theory and recent developments of modern game theory, behavioral game theory and experimental work for sociological research.

The aim of the conference is to explore the potential of game theory for sociological theory and its application to sociological research broadly considered. For this purpose the conference brings together scholars with different disciplinary backgrounds to focus on topics of game theory relevant to sociology and society at large.

We welcome contributions on (but not restricted to) the following topics:

- The impact of models from game theory on sociological theory.
- New developments in game theory relevant to sociology (e.g. incomplete and asymmetric information, signaling models, repeated games, evolutionary game theory, spatial games, games and social networks).
- Game theory and key sociological problems of social order, social dilemmas, cooperation, social norms, sanctions, institutions, trust, commitment, reciprocity.
- Behavioral game theory and experimental work.
- Agent based simulation of strategic interactions.

Contributions (title, abstract, manuscript if available) should be submitted no later than **April 30th, 2011** to one of the members of the committee or to Stefan Wehrli (wehrlist@ethz.ch).

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