

# Contents

Introduction	ix
<i>Ondrej Majer, Ahti-Veikko Pietarinen, and Tero Tulenheimo</i>	
Part I Philosophical Issues	
1 Why Play Logical Games?	3
<i>Mathieu Marion</i>	
2 On the Narrow Epistemology of Game-Theoretic Agents	27
<i>Boudewijn de Bruin</i>	
3 Interpretation, Coordination and Conformity	37
<i>Hykel Hosni</i>	
4 Fallacies as Cognitive Virtues	57
<i>Dov M. Gabbay and John Woods</i>	
Part II Game-Theoretic Semantics	
5 A Strategic Perspective on IF Games	101
<i>Merlijn Sevenster</i>	
6 Towards Evaluation Games for Fuzzy Logics	117
<i>Petr Cintula and Ondrej Majer</i>	
7 Games, Quantification and Discourse Structure	139
<i>Robin Clark</i>	
Part III Dialogues	
8 From Games to Dialogues and Back	153
<i>Shahid Rahman and Tero Tulenheimo</i>	
9 Revisiting Giles's Game	209
<i>Christian G. Fermüller</i>	

10	Implicit Versus Explicit Knowledge in Dialogical Logic <i>Manuel Rebuschi</i>	229
Part IV Computation and Mathematics		
11	In the Beginning Was Game Semantics <i>Giorgi Japaridze</i>	249
12	The Problem of Determinacy of Infinite Games from an Intuitionistic Point of View <i>Wim Veldman</i>	351
	Symbol Index	371
	Subject Index	373
	Name Index	377