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**Ordinality in non cooperative games.** (English) Zbl 1097.91007

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Summary: We first analyse what a conceptual definition of ordinality for non cooperative games should be. The resulting concept is highly abstract and apparently unmanageable. Nevertheless we obtain in a second part a very simple and fully operational characterization. In the last part, this is used to check the ordinality of a number of concepts that have been proposed in the literature.

**MSC:**

[91A10](#) Noncooperative games

[91A12](#) Cooperative games

[91A26](#) Rationality and learning in game theory

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