

# **Individuals, unitary teams, and non-cooperative groups as players in strategic games.**

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**Abstract:** Important strategic decisions are often made by groups (e.g., families, boards of directors, committees, governments, nations). Nonetheless, the study of strategic decision-making has typically focused on individuals as the decision-making agents. I will draw a distinction between three *basic* types of decision-making agents, or players, (individuals, unitary teams, and non-cooperative groups), and outline a taxonomy of games based on the types of players involved. Experimental results pertaining to this taxonomy will be presented.