



*Deliberative strategies for non-ideal agents*

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Comments: t.b.a.

Game theory is mainly concerned with finding rational solutions in game models. However, coming up with a good and manageable representation of the game is also an important task for agents with limited capacities. How much information is needed to make a "good enough" decision? To which extent can an agent ignore details of a decision problem? Different answers to these questions will result in different deliberative strategies, a concept that has been proposed in action theory by Michael Bratman. In this talk, I will present a preliminary framework to formalize this concept. I will try to characterize which transformations of extensive games result in models that limited agent can manage, but upon which they can still reach a rational solution.