

Game theory is a branch of applied mathematics, whose main aim is to analyze various decision situations and predict their outcomes. This work applies game theory on three Jane Austen novels, namely Emma, Persuasion, and Pride and Prejudice.

Analyzing the main topic in the plots (courtship, engagement and marriage) from the point of view of game theory and establishing the payoff matrices for each game described in the novel, we can observe several parallels in the three novels and the specifics of each of them.

Respecting the limitations given by the nature of our source of information, this overall analysis allows us to reach conclusion about the predominant characteristics of the novels and proves applicability of game theory on literary work and theory.