

Abstract:

The concern of this thesis is to discuss different multicriteria games solution concepts. Multicriteria game is a special case from the game theory if the payoff function of at least one player is a vector and the player wants to maximize all the criteria at the same time. The thesis is divided into four chapters. In the first instance a few motivation examples are introduced. Subsequently the history of the multicriteria games is mentioned. The theoretical chapter follows. It contains five sections - introduction of new definitions; the structure of the set of equilibria for two person multicriteria games; searching equilibria points by the help of scalarization of the vector-valued function; introduction of ideal equilibria points and ways how to find them; the comparison of used methods. The last solution concept is demonstrated by the real example. Finally a theoretical chapter with new results is included.