

The Idea of a Durability Date or: What happens if nobody cares ?

Game theory is a branch of mathematics and economics. Its aim is to predict rational and hence actually observed human decisions, in order to understand the reasons for preferring one alternative over another. The decisions of market participants and/or players considerably influences the level of information security that can be achieved. The level to which

security is valued depends on how important it is perceived to be and the potential that market participants have to influence one another. In the Internet of Things, there is a great deal to be found at sixes and sevens. Vulnerabilities in cameras and other devices can be exploited to turn them into weapons. Can Game Theory be used to inflict a change for the better?



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