



## **Implementation of the Game Models and Strategies in Education**

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### **Abstract**

This research examines the application of game theory approaches of the games in the educational process reflecting the influence of mathematical models in developing information society. The realization of the best selection of game models of game theory in effective selection of good practices in this informative progress.

Development of information society in recent decades requires changes in the overall formulation of research studies both in the field of librarianship (Getova-Zlateva, 2009) and on the advancement of the educational process. That is why the changes provoke scientists need to develop their studies in a larger range.

The entry of intelligent systems in this information society presumes researchers working in the field of information technology to carry out observations on innovation not only in information communication technologies, but also on educational methods and techniques.

At article discusses game models of game theory and paying particular attention to Markov, bimatrix and evolutionary games.

Scientific report provides a synthesis of theoretical models of games and their effective use in developing educational process. Theoretical proposals addressed in this text are based on a terminological analysis and systematization of observations.

**Keywords:** Evolutionary games; Markov games; Information society; Educational process.