How game theory was used

The authors used the evolutionary theory of games, where 4

Problem solved

main players perform. The first player is the government,

which provides subsidies for electromobility and the

The article deals with the problem of

construction of the necessary infrastructure. It also oversees

companies and organizes electric car users. The

construction of charging infrastructure

and its charging in urban residential

government, rather than the player, acts as a market

regulator by subsidizing all participants.

areas for electric cars. The study

Other players are real estate agencies and charging

focuses on the feasibility and

infrastructure operators. In this case, real estate agents

overcoming this dilemma through

should be responsible for investing in charging stations and

various subsidy incentive mechanisms

and the sharing of economic benefits

selecting their location where these stations will be installed.

between the government, charging

Charging infrastructure operators are responsible for the

infrastructure operators, real estate

operation and management of these stations. The last

agents and electric vehicle users

player is the users of electric cars, who use the created

structure of charging stations, which exists thanks to the first

themselves.

three players.

Using evolutionary game theory, the

The authors used the evolutionary theory of games, where 4

authors create a theoretical model

based on strategic interactions

main players perform. The first player is the government,

between various factors in supporting

which provides subsidies for electromobility and the

charging devices in urban residential

construction of the necessary infrastructure. It also oversees

areas.

companies and organizes electric car users. The

government, rather than the player, acts as a market

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three players.

One

Two

Three

Four

Five

Test1

Test2

Test3

Test4

Test5

Testé

Test7

Testa

Test9

Test 10

Test11

Test 12

Test13

Test 14

Test15

Test16