

Inter-institutional power in composite and non-cooperative games: the case of the EU

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ABSTRACT

In composite games it is implicitly assumed that players' move simultaneously whereas voting procedures are often defined as sequences of moves. This paper examines how different results we obtain when EU voting procedures are defined as composite games and as non-cooperative spatial voting games. For the former we use multilinear extensions of EU voting procedures and for the latter strategic power index approach. It turns out that the former is a special case of the latter.