

We give a general model of game theoretic explanations with the help of causal graphs. The model makes essential use of the fact that game forms screen off the explanandum – a given social phenomenon – from other factors such as physical circumstances, desires and beliefs of social agents. As a consequence, game theoretic models make social structures amenable to systematic policy interventions. The fields of market and mechanism design make essential use of this fact, and we take it to confirm our model of game theoretic explanations.