

A Communication Game on Electoral Platforms  
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**ABSTRACT**

This paper proposes a game to study strategic communication on platforms by parties. Parties' platforms have been chosen in a multidimensional policy space, but are imperfectly known by voters. Parties strategically decide the emphasis they put on the various issues, and thus the precision of the information they convey on their position - and possibly that of their opponent - on each issue. The questions we address are the following: what are the equilibria of this communication game? Will parties talk about the same issues or not? Will they talk about consensual or divisive issues? Is a campaign welfare enhancing?