

Game Theory

FALL 2013

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TA: Battal Dogan, email: bdogan@z.rochester.edu

Time and Location: TR 9:40 - 10:55, Menora 221

Office Hours: TR 9:00 - 9:30, Harkness 214

Recitations: 10A

TA's Office Hours: By appointment

Textbook: *Game Theory: An Introduction to Behavioral Decision Making*, by Daniel Gilbert, Princeton University Press, 1997

Game theory is a systematic study of strategic situations. It is a theory that helps us understand economic behavior, political choices of political candidates, and so on. We will develop the basic concepts and results of game theory, including simultaneous and sequential move games, repeated games and games with incomplete information. The objective of the course is to enable you to analyze strategic situations. The emphasis of the course is on theoretical aspects of strategic behavior, so familiarity with mathematical formalism is required.

Course Organization:

I will use Blackboard to post notices and assignments. I will emphasize as much as possible on practical aspects in class so that students will have no need to follow the textbook too much about taking notes. This means that the textbooks listed above are not compulsory.

I will keep track of your participation record, and assign points accordingly.

The homework and exam questions will be posted.

There will be three midterms and a final exam. The final exam is scheduled by the registrar. The midterms will take place right after the end of each broad topic as outlined below.

Outline:

- Weeks 1-2: Dominance and Iterated Dominance
- Weeks 2-4: Nash Equilibrium and some extensions
- First Midterm
- Weeks 5-7: Bayesian Games

- Second Midterm.....

Weeks 8-11: Extensive Form Games and Repeated Games

- Third Midterm

- Weeks 12-14: Sequential Equilibrium

Grading:

Class participation	15%
Homework	15%
Midterm 1	15%
Midterm 2	15%
Midterm 3	15%
Final	25%