

ECO 288
Game Theory
FALL 2011

Instructor: Paulo Barelli, email: paulo.barelli@rochester.edu

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

Time and Location: TR 9:40 - 10:55, Hark 115

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

Recitations: M 5:00 - 6:00, Morey 205

TA's Office Hours: By appointment

Textbook: Game Theory for Applied Economists, Robert Gibbons, Princeton University Press, 1992.

Game theory is a systematic study of strategic situations. It is a theory that helps us analyze economic and political strategic issues, such as behavior of individuals in a group, competition among firms in a market, platform 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 on your own. 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 material and announcements. I will provide notes with a summary of the material covered in class so that students will have a concise source to follow the lectures without worrying too much about taking notes. This means that the textbook listed above is not mandatory (you are not required to own a copy of it).

Class participation is required. By participation I mean asking and answering questions in class. I will keep track of your participation record, and assign points accordingly.

Homeworks will be assigned every week that is not an exam week

- 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%.