

PSC/ECO 288: GAME THEORY

Spring 2016
MW 15:25-16:40pm
Meliora 203

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Office Hours: T 1:00-3:00pm

Teaching Assistants

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In social interaction (political, economic, or other) individual welfare depends on the choices of multiple actors. Thus, individuals must anticipate other people's behavior in order to reach best decisions. Game theory is a systematic framework for understanding and analyzing such strategic interaction.

The goal of this course is to introduce the theory of games in a systematic way. We will cover basic solution concepts for simultaneous and sequential move games, with and without complete information. Applications will be drawn from models of conflict and war, electoral competition, voting and

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Lectures will be based on { but not limited to { materials from this book. Other optional textbooks you may wish to consult for a different perspective, additional examples, and generally to deepen your understanding are,

Strategy, by Joel Watson,

Games, Strategies, and Decision Making, by Joseph Harrington, and

Strategies and Games, by Prajit Dutta.

Finally,

Thinking Strategically, by A. Dixit and B. Nalebu ,

Weeks 6-9. Strategies. Subgame perfect Nash equilibrium. Information sets and imperfect information.

Topic 3 Repeated Games

Weeks 10-11. Repeated games. Folk Theorems.

Topic 4 Static games of incomplete information

Weeks 12-13. Bayesian games.

Topic 5 Dynamic games of incomplete information

Weeks 14-15. Dynamic games of incomplete information. Sequential equilibrium. Signaling games.