

University of Rochester Political Science

PSC/ECO 288
Game Theory

Instructor: Brad Smith
Spring 2017

Syllabus

This course will focus on the basics of game theory, which analyzes individual behavior in strategic situations. These are situations in which the benefits of taking particular actions for one person depends on the actions taken by other people. The goal of the course is to equip students with a solid understanding of game theory and how the theory can be applied to real-world situations. Examples and applications will be drawn from political science and economics, including the American Congress, voting, bargaining, international relations, political economy, and law.

Although there is no mathematical prerequisite for the course, being comfortable with mathematical reasoning and formalism will be a plus.

Instructor: My office hours are Friday, 2:00-3:00, Harkness 336. My email is bradley.carl.smith@gmail.com.

Teaching Assistants: There are three teaching assistants for this course.

Seda Ozturk: Office hours Tuesday 2:30pm-3:30pm Harkness 336
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Hun Chung: Office hours Wednesday 2:00pm-3:00pm Harkness 308
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MaryClare Roche: Office hours Monday 9:00am-10:00am Harkness 316

Topic 5: Simultaneous Games with Incomplete Information

{ Bayesian games, types, Bayesian Nash equilibrium

Topic 6: Sequential Games with Incomplete Information

{ Beliefs, sequential equilibrium, perfect Bayesian equilibrium, signaling games