

Economics 4340/7340 Game Theory - Lec 1 Spring 2012

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Teaching assistant: Chenhang Zeng, 5 Professional Bldg, czvd7@mail.mizzou.edu, office hours on Mondays 2:00-4:00 p.m.

Class time and location: Tuesday/Thursday 2:00-3:15 p.m., 210 Strickland Hall.

Course description: This course is an introduction to the theory of games, a set of tools used widely in economics to study situations in which decision-makers (consumers, firms, politicians, governments, etc.) interact. The course introduces the basic theory, emphasizing the concepts. A variety of applications will be discussed, mostly in economics, but also in other disciplines.

Textbook: Avinash Dixit, Susan Skeath, and David H. Reiley, *Games of Strategy*, 3rd edition.

Course requirements and grading: There will be a number of homework assignments, two midterm exams (February 16 and March 22) and a final exam (Wednesday, May 9, 12:30-2:30 p.m.). All exams will be of the problem-solving type. Your grades will depend on your performance on the homework assignments (15%), the midterm exams (25% each) and the final exam (35%).

Make-up exams: Make-up exams will generally not be given. A request for alternative arrangements must be in writing and must be accompanied by appropriate documentation for not taking the scheduled exam.

Academic honesty: The MU policy on academic honesty will be strictly implemented. Any academic dishonest action will be reported to the university.

Disabilities: If you have special needs as addressed by the Americans with Disabilities Act and need assistance, please notify the Office of Disability Services, A048 Brady Commons, (573)882-4696. Reasonable efforts will be made to accommodate your special needs.

Major topics:

1. Concepts and Techniques (Chapters 3–8)
 - sequential-move games
 - simultaneous-move games
 - pure and mixed strategies
2. Classes of Games and Strategies (Chapters 9–12)
 - signaling
 - strategic moves
 - repeated games
 - collective action
3. Applications (Chapters 16, 18)
 - voting
 - bargaining