Economic Theory: Selected Topics 2 (EE719)
Game Theory

2nd Semester 2013

Instructor: Dr. Pornthep Benyaapikul, Room 455, email: Pornthep@econ.tu.ac.th

Time and Location: Wednesday 1.30-4.30 pm. Room 205

Course Objective: This course is an introduction to game theory. It aims to provide students useful tools for understanding current game theory research and a stepping-stone for analysing strategic environment and performing their own research.

Grading:

Midterm 30%
Homework and presentation 30%
Final (6 March, 9-12 am) 40%

Recommend Text:


Part I: Games in Strategic Form

1. Nash Equilibrium, Strictly Competitive Games, Bayesian Games
2. Mixed-strategy Nash Equilibrium, Correlated Equilibrium
3. Rationalisability and Iterative Deletion of Strictly Dominated Strategies
4. Common Knowledge

Part II: Extensive Form Games with Perfect Information

1. Extensive form games with perfect information, subgame perfect equilibrium, the one-deviation property, Kuhn’s theorem and backwards inductions
2. Bargaining game
3. Repeated Games and Folk Theorems

Part III: Extensive Form Game with Imperfect Information

1. Mixed and behavioural strategies
2. Sequential Equilibrium
3. Perfect Bayesian Equilibrium for games with observable actions, signaling games
4. Refinements of Sequential Equilibrium: The Intuitive Criterion, Trembling Hand Perfection

Part IV: Information Economics
1. Moral Hazard
2. Adverse Selection

Example of papers for presentation

1. Global Games

2. Common Knowledge

3. Mechanism Design

4. Oligopoly


5. Timing Games.


Gul, F., H. Sonnenschein, and R. Wilson, “Foundations of Dynamic Monopoly and


7. Sender-Receiver Games.


9. Repeated and Multi-stage Games with Imperfect Information


