

School of Economics and Finance

ECON 314 GAME THEORY

Trimester Two 2013

COURSE OUTLINE

Names and Contact Details

Lecturer and Coordinator

Jack Robles
Room RH 317
Office Hours: Tuesday 10:30-12 or by appointment.
Tel: (04) 463-7492
Mail Box: **None**
Email: jack.robles@vuw.ac.nz

Tutor

Amanda Cameron

Mezzanine Floor, RH, **Box # 71**

Class Times and Room Numbers

Lecture Times and Location

Tuesday & Thursday: 2:40pm - 3.30pm in GB LT 3

Tutorial Times and Location

Thursdays and Fridays 9:30 -10:20 and 10:30 to 11:30 RWW 127
There are NO tutorials in weeks 1,4, 6, and 9 (July 25,26, August 8,9, 22,23,
and September 26,27)

Assessment Requirements

The assessment for the course consists of:

Assignment 1	10%	Thursday, September 12
Assignment 2	10%	Thursday, October 24
Test (1 hour)	30%	6:40 PM Wednesday, September 25 (RH LT 2)
Final Exam (2 hour)	50%	Date TBA

Your assessed work may also be used for quality assurance purposes, such as to assess the level of achievement of learning objectives as required for accreditation and academic audit. The findings may be used to inform changes aimed at improving the quality of VBS programmes. All material used for such processes will be treated as confidential, and the outcome will not affect your grade for the course.

Mandatory Course Requirements There are no mandatory course requirements.

If you cannot sit the final, then see

www.victoria.ac.nz/home/study/exams-and-assessments/aegrotat

Penalties

Assignments are to be placed in Amanda's mail box (#71) by 5PM of the due date.

Assignments will not be accepted more than 1 week late, and will have 5% deducted per day (rounded up) late. Late assignments must be dated by an SEF staff member.

Course Content

1. Decision Theory
2. Extensive Form Games
3. Normal Form Games and the 'Bayes Normal Form'
4. Common Knowledge and Rationalizability (in the normal form)
5. Nash Equilibrium
6. Subgame Perfect Nash Equilibrium
7. Bargaining
8. Repeated Games
9. Adverse Selection and Signalling
10. Extensive Form Rationalizability
11. Extra topics: Reputation, Zero Sum Games, and Cost Sharing.

Readings

Watson, "Strategy; An Introduction to Game Theory" Either the first or second edition is fine.

Communication of Additional Information

Additional information will be announced either in lecture or on blackboard.

Trimester Dates

Teaching Period: Monday 15 July – Friday 18 October

Study Period: Monday 21 October – Thursday 24 October

Examination Period: Friday 25 October – Saturday 16 November (inclusive)

Enrolled students are obliged to attend an examination at the University at any time during the examination period.

Withdrawal from Course

Your fees will be refunded if you withdraw from this course on or before 26 July.

The standard last date for withdrawal from this course is 27 September. After this date, students forced to withdraw by circumstances beyond their control must apply for permission on an 'Application for Associate Dean's Permission to Withdraw Late' including supporting documentation

The application form is available from either of the Faculty's Student Customer Service Desks.

Course Learning Objectives

By the end of this course, students should be able to:

1. apply microeconomic theory at an advanced undergraduate level
2. formally describe simple economic settings in game theoretic terms
3. identify Nash equilibria in pure and mixed strategies for a range of simple games

4. identify a range of types of equilibria, such as subgame perfect Nash equilibria, Bayesian Nash equilibria and perfect Bayesian equilibria, for appropriate games.

Course Delivery

is via lectures and tutorials.

Expected Workload

This is a 15 point course which implies a workload = 150 hours. Hours expected per week = 11.5 (over 13 weeks), or 12.5 (over 12 weeks). This is a guide only and individual students should not feel constrained by it.

Class Representative

A class representative will be elected in the first class, and that person's name and contact details made available to VUWSA, the Course Coordinator and the class. The class representative provides a communication channel to liaise with the Course Coordinator on behalf of students.

Prescription

This course introduces and develops game theory and its applications.

Student feedback

Student feedback on University courses may be found at www.cad.vuw.ac.nz/feedback/feedback_display.php

Link to general information

For general information about course-related matters, go to <http://www.victoria.ac.nz/vbs/studenthelp/general-course-information>