

Game Theory

Type d'enseignement : Lecture and tutorials

Semester : Spring 2016-2017

Number of hours : 48

Language of tuition : English

Pre-requisite

This course will introduce the main concepts of game theory: equilibria in simultaneous games, repeated games and an introduction to games with incomplete information. A large number of applications: industrial economics, political economics, public economics. In class games will facilitate the learning

Course Description

Classes 1-3: Introduction and simultaneous move games / concept of Nash Equilibrium / mixed strategy equilibria ; Classes 4-5: Sequential games and applications ; Classes 6-9: Repeated games and applications / introduction to games of incomplete information

Teachers

HENRY, Emeric (Associate Professor, Department of Economics, Sciences Po)

Required reading

“Game theory”, Fudenberg and Tirole, MIT Press

Additional required reading

- A course in game theory”, Osborne
- “The theory of industrial organization” Tirole