

# Game Theory

**Type d'enseignement :** Lecture and tutorials

**Semester :** Spring 2017-2018

**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