

Syllabus

Name:			
Games and Strategies – Strategie und Wettbewerb I			
Responsible:			
Professor Toker Doganoglu, Ph.D, Chair of Industrial Economics			
Program:	Type:	Term:	ECTS:
Bachelor	Lecture (2 hours per week) Exercises (2 Hours per week)	Summer	5 CP
Contents & Objectives:			
Students which complete this course will be able to			
(i) explain different equilibrium concepts (Nash equilibrium, subgame perfect equilibrium, bayesian equilibrium, perfect bayesian equilibrium);			
(ii) explain for which kind of strategic situation each of these equilibrium concepts were developed;			
(iii) apply these concepts to simple realistic strategic situations;			
(iv) choose the appropriate equilibrium concept which fits best to a given strategic situation			
Prerequisites:			
None			
Course Structure:			
Topics	Content		
1	I Static games with complete information I.a Concept of a game		
2	I.b Solution concepts and the Nash equilibrium		
3	I.c Continuous strategy sets		
4	I.d Nash equilibrium in mixed strategies		
5	II Dynamic games with complete information II.a Subgame perfect Nash equilibrium		
6	II.b Repeated games		
7	III Static games with incomplete information: Bayesian Nash equilibrium		
8	IV Dynamic games with incomplete information IV.a Perfect Bayesian Nash equilibrium		
9	V.b Signaling games		
	(One Semester contains 14-16 weeks)		

Literature:
[1] Games Of Strategy, Dixit and Skeath (and Reiley), Norton.
[2] Various other readings that will be made available on WueCampus.
[3] Game Theory for Applied Economists, R. Gibbons, Princeton.
Grading:
60 Minute Exam
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