Syllabus

Name:

Strategie und Wettbewerb I - Introduction to Game Theory

Responsible:

Professor Toker Doganoglu, Ph.D, Chair of Industrial Economics

Program:	**Type:**	**Term:**	**ECTS:**
Bachelor	Lecture	Winter	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:

Week	**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	IV.b Signaling games
10	V
11	VI
12	

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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