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affected.

CURRENT COURSE TITLE: ADVANCED GAME THEORY AND APPLICATIONS

Graduate Programs—COURSE CHANGE REQUEST

DEPARTMENT NAME: ECONOMICS

COURSE PREFIX & NUMBER: ECO 6409

CHANGE(S) REQUESTED SHOW "X" IN FRONT OF OPTION SHOW "X" IN FRONT OF OPTION **CHANGE PREFIX FROM** CHANGE CREDITS FROM TO: TO: CHANGE COURSE No. FROM TO: CHANGE GRADING FROM **CHANGE PREREQUISITES TO:** Х **CHANGE TITLE TO: GRADUATE STANDING** CHANGE DESCRIPTION TO: CHANGE MINIMUM GRADE TO: **CHANGE COREQUISITES TO: CHANGE OTHER REGISTRATION CONTROLS TO:** OTHER Attach syllabus for ANY CHANGES TO BE EFFECTIVE (TERM): changes to current course information. SPRING 2011 Any other departments and/or colleges that might be affected by Will the requested change(s) cause this course to overlap any the change(s) must be consulted. List entities that have been other FAU course(s)? If yes, please list course(s). consulted and attach written comments from each. NONE XXXX TERMINATE COURSE, EFFECTIVE (GIVE LAST TERM COURSE IS TO BE ACTIVE): Faculty Contact, Email, Complete Phone Number: Charles Register, Economics Dept. Chair; charles.register@fau.edu 561-297-3222 SUPPORTING MATERIALS **SIGNATURES** Syllabus-must include all criteria as detailed in Approved by: UGPC Guidelines. 10/07/2010 Department Chair: Go to: http://graduate.fau.edu/gpc/

COLLEGE OF: BUSINESS

Email this form and syllabus to <u>diamond@fau.edu</u> and <u>eqirjo@fau.edu</u> one week <u>before</u> the University Graduate Programs Committee meeting so that materials may be viewed on the UGPC website by committee members prior to the meeting.

College Curriculum Chair:

Dean of the Graduate College:

UGPC Chair: __

College Dean:

Advanced Game Theory and Applications ECO 6409

Instructor: Eric P. Chiang, Ph.D.

Class Time: TBA Class Location: TBA Office Hours: TBA Office Location: TBA

Office Phone: 561-297-2947 E-mail: chiang@fau.edu Website: www.ericchiang.org

Description: Advanced Game Theory and Applications is a unique course that combines theory with practical applications. I am confident you will find this course interesting and applicable to many actual business and economic decisions encountered daily.

Course Objectives: The goal of this course is to develop analytical astuteness in managerial decision-making. Rather than memorizing math formulas and software coding, a strong emphasis is placed on non-cooperative game theory and business applications. Thus, you will acquire techniques that should extend beyond typical business settings and therefore remain applicable to ordinary situations long into the future.

Prerequisites: Graduate Standing. Although the formal mathematical content will not extend beyond simple calculus and optimization, you should be comfortable working with numbers and extensive algebraic calculations. The course will rely heavily on simple quantitative logic and analytical skills.

Required Texts:

The Art of Strategy by Dixit and Nalebuff, 2008, W.W. Norton

Thinking Strategically by Dixit and Nalebuff, 1991, W.W. Norton

Games of Strategy by Dixit and Skeath, 1st Ed, 1999, W.W. Norton

This textbook provides a clear, structured, and interesting discussion on modern game theory topics, many of which we will cover in this course. The text also provides many practice problems, and serves as an excellent reference for many game theory applications that we will not have time to cover.

Game Theory for Applied Economists by Gibbons, 1992, Princeton University Press.

Gibbons' book is a more mathematically rigorous introduction to game theory analysis.

Required Readings:

- Abreu, Dilip; Gul, Faruk (2000), "Bargaining and Reputation," *Econometrica*, Vol. 68, pp. 85 117.
- Abreu, Dilip (1988), "On the Theory of Infinitely Repeated Games with Discounting," *Econometrica*, Vol. 56, pp. 383 396.
- Bagwell, Kyle (1995), "Commitment and Observability in Games," *Games and Economic Behavior*, Vol. 8, pp. 271 280.
- Bajari, Patrick; Hortacsu, Ali (2003), "The Winner's Curse, Reserve Prices, and Endogenous Entry: Empirical Insights from eBay Auctions," *Rand Journal of Economics*, Vol. 34, pp. 329.
- Battaglini, Marco (2002), "Multiple Referrals and Multidimensional Cheap Talk," *Econometrica*, Vol. 70, pp. 1379 1401.
- Chatterjee, Kalyan; Dutta, Bhaskar.; Ray, Debraj.; Sengupta, Kunal (1993), "A Noncooperative Theory of Coalitional Bargaining," *Review of Economic Studies*, Vol. 60, pp. 463 477.
- Kandori, Michihiro; Mailath, George; Rob, Rafael (1993), "Learning, Mutation, and Long Run Equilibria in Games," *Econometrica*, Vol. 61, pp. 27 56.
- Kreps, David; Wilson, Robert (1982), "Sequential Equilibria," *Econometrica*, Vol. 50, pp. 863 894.
- Kreps, David; Milgron Paul, Roberts, John; Wilson, Robert (1981), "Rational Cooperation in the Finitely Repeated Prisoners Dilemma," *Journal of Economic Theory*, Vol. 27, pp. 245 252.
- Landes, Renee; Rebitzer, James; Taylor, Lowell (1996), "Rat Race Redux: Adverse Selection in the Determination of Work Hours in Law Firms," *American Economic Review*, Vol. 86, pp. 329 348.
- Myerson, Roger (1992), "On the Value of Game Theory in Social Science," *Rationality and Society*, Vol. 4, pp. 62 73.
- Palacios-Huerta, Ignacio (2003), "Professionals Play MiniMax," *Review of Economics Studies*, Vol. 70, pp. 395 415.
- Pool, Robert (1995), "Putting Game Theory to the Test," Science, Vol. 267, pp. 1591 1593.
- Reiley, David; Urbancic, Michael; Walker, Mark (2008), "Stripped-down Poker: A Classroom Game with Signaling and Bluffing," *Journal of Economic Education*, Vol. 39, pp. 323 341.

Reny, Philip (1992), "Rationality in Extensive-Form Games," *Journal of Economic Perspectives*, Vol. 6, pp. 103 – 118.

Roth, Alvin; Ockenfels, Axel (2002), "Last-minute Bidding and the Rules for Ending Second-price Auctions: Evidence from eBay and Amazon Auctions on the Internet," *American Economic Review*, Vol. 92, pp. 1093 – 1103.

Rubinstein, Ariel (1991), "Comments on the Interpretation of Game Theory," *Econometrica*, Vol. 59, pp. 909 – 924.

Rubinstein, Ariel (1982), "Perfect Equilibrium in a Bargaining Model," *Econometrica*, Vol. 50, pp. 97 – 110.

Selten, Richard (1975), "A Reexamination of the Perfectness Concept for Equilibrium Points in Extensive Games," *International Journal of Game Theory*, Vol. 4, pp. 25 – 55.

Varian, Hal (2007), "Position Auctions," *International Journal of Industrial Organization*, Vol. 25, pp. 1163 – 1178.

Vega-Redondo, Fernando; Hasson, Oren (1993), "A Game-Theoretic Model of Predator-Prey Signaling," *Journal of Theoretical Biology*, Vol. 162, pp. 309 – 319.

Requirements: In this course, each topic builds upon previous topics in a cumulative fashion; therefore, by missing classes, you will not only miss out on important information on that day, but it will also hinder your ability to grasp future topics. For this reason, full attendance is highly encouraged. I do not give out notes from previous classes; no exceptions.

- 1) Problem Sets: It is paramount that everybody stays current with each topic. As with any math-oriented course, practice is essential. A set of practice problems will be given each week. These problem sets are due at the beginning of the following class. If you wish, you may complete these exercises with up to two classmates. Absolutely NO assignments will be accepted late, regardless of reason. However, I will drop the lowest score from your grade.
- 2) In-Class Exams: There will be a midterm and a cumulative final exam. The exam format is a combination of analytical reasoning exercises along with quantitative problem solving.

Course Grading: Your course grade will be determined according to the following weights: Problem Sets: 30%; Midterm Exam: 30%; Final Exam: 40%

The following is the scale used to assign your final grade:

$$95\% + = A$$
 $80 - 83\% = B$ $68 - 69\% = D + 90 - 94\% = A$ $78 - 79\% = C + 64 - 67\% = D$ $88 - 89\% = B + 74 - 77\% = C$ $60 - 63\% = D$ $60 - 63\% = D$ $60 - 63\% = D$

Note: You should not expect the use of grading curves in the determination of your final grade.

COURSE CONSTITUTION

Incompletes: You are encouraged to speak with me if you are in a situation where you are unable to complete the course. In certain cases, you may be able to make-up part of or the entire course in a future semester. However, this privilege is only given under appropriate conditions. In many cases, the only option will be to drop the class. Failing an exam or unexcused absences is not a valid criterion to receive an incomplete.

Lateness and Courtesy: Arriving to class on time shows a lot of respect for your colleagues and to the class. Please arrive on time with all communications devices turned off.

Students with Disabilities: In compliance with the Americans with Disabilities Act (ADA), students who require special accommodations due to a disability to property execute coursework must register with the Office for Students with Disabilities (OSD) located in Boca Raton – SU 133 (561-297-3880), and follow all OSD procedures.

Honor Code: Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty, including cheating and plagiarism, is considered a serious breach of these ethical standards, because it interferes with the University mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the University community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see www.fau.edu/regulations/chapter4/4.001 Honor Code.pdf.

Make-Up Exams: Every attempt should be made to attend each exam on its scheduled date. However, it is understood that all of us are susceptible to the occasional illness, unfortunate circumstance, or job interview. Thus, if you know that a test date is not feasible for you, you must let me know at least 1 (one) week prior to the test date. Should you be ill or in an unfortunate circumstance on the day of an exam, you must contact me (e-mail or phone) within 48 hours of the exam, and provide documentation within 1 (one) week of the exam. All documentation will be verified for authenticity. Make-up exams will be scheduled at an appropriate time (within one week of the original exam) without penalty. Non-documented excuses or failure to comply by these rules are subject to grade penalties, from 20% up to 100% of the exam grade.

Instructor's Right to Make Course Modifications: The course structure and schedule as printed in this syllabus is as accurate as possible. However, the instructor reserves the right to make changes to the rules and schedule listed. In each case, ample notice will be given to the class.

IMPORTANT DATES

October 13, 2009	Midterm Exam
December 8, 2009	Final Exam

SCHEDULE OF TOPICS

Week 1	Aug. 25	Overview and Introductions; Introduction to Business Decisions & Game Theory
Week 2	Sept. 1	Sequential-Move Games: Subgame Perfect Equilibrium, Credible Threats, Iterated Strategic Elimination
Week 3	Sept. 8	Non-Cooperative Simultaneous-Move Analysis; Nash Equilibrium and Applications
Week 4	Sept. 15	Non-Nash Outcomes: Focal Points, Non-Rationality, Long-term Strategic Interaction, Trembling-Hand Equilibrium
Week 5	Sept. 22	Nash Equilibrium in Mixed Strategies; Best-Response Functions
Week 6	Sept. 29	Commitment, Credibility, and Reputation in Business Decisions and Management
Week 7	Oct. 6	Probability Theory, Expected Utility, Bayesian Conditional Probability
Week 8	Oct. 13	Midterm Exam
Week 9	Oct. 20	Case Studies in Game Theory
Week 10	Oct. 27	Introduction to Linear Programming: the Geometric and the Simplex Methods
Week 11	Nov. 3	Business Pricing Models—Oligopoly and Duopoly Competition
Week 12	Nov. 10	Negotiation and Bargaining Theory Class Exercises
Week 13	Nov. 17	Information Theory: Principal-Agent Models
Week 14	Nov. 24	Information Theory: The Theory of Contracts; Screening and Signaling Mechanisms
Week 15	Dec. 1	Auction Theory and Applications
Week 16	Dec. 8	Final Exam