

Microeconomics II – Game Theory

-- Syllabus --

Lecture, 4 SWS, Urs Fischbacher

Tuesday, 11:45-13:15, A702 and Thursday 15:15 - 16:45, R611

Tutorial: 2 SWS, Lena Glassl and Deepti Bhatia

Monday, 11:45 - 13:15, D522 or Wednesday, 08:15-09:45, D301

Course level: Bachelor

Course language: English

Examination: written final exam

ECTS: 9

Course description

In this course, we will model situations of potential conflict, in which the outcome does not just depend on an individual's decision, but on the actions of others as well. The goal of this course is to convey methodological knowledge for the analysis of strategic interactions.

We begin by defining games in normal form and introduce solution concepts like the elimination of dominated strategies and Nash equilibrium. These will be practiced in applications from various areas of economics. Concepts like mixed strategies and evolutionarily stable strategies will be introduced. Later topics include games of incomplete information with an application to auctions and the study of repeated games and bargaining.

Prerequisites

There are no formal prerequisites for this course. Students should be familiar with the content of Microeconomics I.

Textbooks

Osborne, "An Introduction to Game Theory",

Gibbons, "A Primer in Game Theory".