ECON 106G: Introduction to Game Theory

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Time and Location

Location: Dodd Hall 147
Time: Tuesday and Thursdays, 10:45 am - 12:50 pm
Dates: June 25th to August 1st
Final Exam: August 1st, 10:45 am - 12:50 pm

Contact Information

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Office Hours: TBD

Overview and Objectives

Game theory consists of the analysis of strategic situations. A strategic situation is one in which two or more agents are making decisions and their outcomes are affected by both decisions. The main goal of this course is to introduce the concepts used in game theory: Strategies, Best responses, Nash (and other types of) equilibrium. Various examples, illustrations, and applications will be provided in class. The students will practice using these tools to analyze strategic interactions in the homework assignments and the exams.

Requirements

Basic knowledge of calculus and probability is expected. Econ 101 is a prerequisite for this course.
Textbooks

Steven Tadelis - Game Theory: An Introduction (2013)
Martin J. Osborne - An Introduction to Game Theory (2003)

The lecture notes will be self-contained. Most of the practice exercises will come from these textbooks.

Outline


Grading

There will only be two in-class exams: midterm and (cumulative) final. Out of the two scores for the exams, the lowest one will have weight 25%. For instance, with a score of 80 for the midterm and 100 for the final, a student’s final grade will be $0.25 \times 80 + 0.75 \times 100 = 20 + 75 = 95$. With a score of 100 for the midterm and 80 for the final, a student would get the same final grade, 95.

In addition, there will be 6 problems sets that would give bonus points. Problems sets can be done in groups of up to 5 members and will be graded only for completion.

Course Policies