UG Course Outline
EC3353: Advanced Topics in Game Theory
2018/19

Spring Unit
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Aims

This course is an advanced game theory course for undergraduate students. The aim is to deepen your knowledge of game theory.

Course Summary

We’ll discuss various applications of normal forms games. In particular we’ll cover models of political competition, auctions and the war of attrition. We’ll then incorporate questions of incomplete information into games, considering once again auctions, but also the provision of public goods. Finally we’ll consider coalitional games.

Course Delivery

The course consists of a two-hour lecture and a one-hour seminar each week. Given the subject’s mathematical content, the only way to understand the material is to work through problems and exercises. I highly recommend to collaborate in groups to solve these problems. If you get stuck while working on a problem, tell me where and I’ll give you a hint. Problem sets will be assigned during lectures and answers to selected problems will be discussed during seminars.

Assessment

- 3-hour examination, which contributes 75% of the final mark and is taken during the Summer term.

- A one hour test, in the Spring term, which contribute 25% of the final mark. The test will take place during the time of the seminar in the week after the reading week.

Reading

Martin Osborne: An Introduction to Game Theory.

Timetable

Week 1+2: Chapter 2 and pages 70-73.

Week 3+4: Chapters 3.3 and 3.4.
Week 5: Chapter 3.5.

Week 6+7: Chapter 9.

Week 8+9: Chapter 8.

Week 10: Review.