

Economics 109: Game Theory

Winter 2014, Professor Joel Watson

This course examines strategic situations, in which each agent's behavior generally affects the well-being of the other agents. Game theory is a technical framework for rigorously analyzing decision-making in such settings. Almost every type of interaction between living things is strategic. As social scientists, we focus on human interaction, and we shall assume that people behave in a rational, deliberate manner. In addition to exploring theory in the abstract, we will consider a variety of applications from economics, political science, and law.

Schedule: This course will experiment with a hybrid format, with flexible use of the classroom time and some lectures delivered on line. The meeting schedule is Tuesday evenings 5:00 – 7:50 p.m. in CENTER 214, with problem-solving/review sessions on Thursdays 8:00 – 9:50 p.m. in CSB 002. Lectures will be podcast at <http://podcast.ucsd.edu/>. There will be no class meetings on university holidays.

Examinations: There will be occasional in-class and/or on-line quizzes and a final examination. The final exam will be on Thursday, March 20, from 7:00 to 10:00 p.m.

Problem Sets: Problem sets will be assigned but not collected. Students will be expected to complete a variety of the textbook exercises, including all of the ones with solutions in the textbook (Exercises 1, 3, 5 and 9 from each chapter).

Grading Weights: Quizzes 50%; final 50%.

Required Textbook: Watson, J., *Strategy: An Introduction to Game Theory* (W.W. Norton), **THIRD EDITION**.

Class Website: Materials will be posted at <https://ted.ucsd.edu/> on the page for Economics 109. Students should log in regularly and check for announcements. Watson's web site is: <http://weber.ucsd.edu/~jwatson/wcourse.htm>.

Teaching Assistants: Ayal Chen-Zion (Econ 112, achenzio@ucsd.edu); Paul Feldman (Econ 122, pfeldman@ucsd.edu); and Seung-Keun Martinez (SH 236, sem012@ucsd.edu).

The schedule of TA and faculty office hours will be shown on the course ted site.

Procedure for Questions: It is best to ask questions in class and in office hours. To ask questions by email, send an email to TA Chen-Zion or TA Feldman (*not to Professor Watson*). The TAs will answer your questions or forward them to Watson.

The fine print:

- (1) Incidents in which students are suspected of cheating on exams will be reported to the administration.
- (2) Students have one week from the day in which the midterm examinations are returned to report errors in grading and/or to request that problems be re-graded. If a student submits his/her exam for re-grading, then the student's entire exam will be re-graded by the professor (with no guarantee of a higher total score).
- (3) Students should attend and participate in class; their mobile phones and other devices should not. The professor will employ the necessary means to discourage classroom distractions.

Course Outline

<u>Topic</u>	<u>Chapters in the textbook</u>
A. Representing Games	
Extensive form, strategies	1 – 3
Normal form, beliefs/mixed strategies	4 – 5
B. Analysis of Static Settings	
Best response, rationalizability, applications	6 – 8
Equilibrium, applications	9 – 10
Other equilibrium topics	11 – 12
Contract and law	13
C. Analysis of Dynamic Settings	
Extensive form, backward induction, SPE	14 – 15
Examples and applications	16 – 17
Bargaining	18 – 19
Negotiation equilibrium, examples	20 – 21
Repeated games, applications	22 – 23
E. Information	
Random events and incomplete information	24
Risk and contracting	25
Bayesian equilibrium, applications	26 – 27
PBE, applications	28 – 29

Not all topics/chapters will be covered.