

Spring 2012
Econ 790: Game Theory and Applications

Instructor: Tarun Sabarwal
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This course covers basic game theory and applications. Topics covered include strategic games with complete information, Bayesian games (with incomplete information), extensive games with perfect information, and extensive games with imperfect information. Equilibrium concepts covered include Nash equilibrium, mixed-strategy Nash equilibrium, rationalizability, Bayesian Nash equilibrium, sub-game perfect Nash equilibrium, and sequential equilibrium. Depending on availability of time, additional topics may include strictly competitive games and repeated games. The course may include diverse applications such as in business strategy, auctions, voting, international trade, military conflicts, contracts, regulation, and industrial organization. Pre-requisites: Math 122 and Math 526

Required Text: An Introduction to Game Theory, by Martin J. Osborne, OUP, 2004

Grading:	Homeworks	10 %	
	Mid-term 1	30 %	March 8
	Mid-term 2	30 %	April 19
	Final	30 %	As scheduled

Please note:

1. All exams are cumulative, and in-class. The final shall be scheduled per University guidelines. Exams are not rescheduled, and will receive a score of zero if missed. Please make sure you can attend class on these dates.
2. Students are encouraged to work on homework assignments in study groups, but it is important that students write-up their own solutions. Homeworks are due at the beginning of class. Solutions shall be made available after the due date.
3. A student's final grade is based on a cumulative class curve.