

**GAME THEORY
COURSE INFORMATION**

1. *Contact Information*

Office phone: 202-307-3745

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(I check the DOJ email account much more often than the JHU one.)

2. *Textbook*

Robert Gibbons, *Game Theory for Applied Economists*, Princeton University Press, 1992. This is available in paperback. I did not place a bookstore order, so you will have to procure a copy in another manner like Amazon.com:

http://www.amazon.com/Theory-Applied-Economists-Robert-Gibbons/dp/0691003955/ref=sr_1_1?ie=UTF8&s=books&qid=1211144842&sr=1-1

or Barnes and Noble:

<http://search.barnesandnoble.com/Game-Theory-for-Applied-Economists/Robert-Gibbons/e/9780691003955/?itm=1>

3. *Course Evaluation*

Problem sets will be distributed weekly, but only four (PS 2, 4, 5, 6) will be collected and graded. Collected problem sets are due at the beginning of class on the following Monday—no exceptions. The best three problem set scores will contribute to 60% of the course grade. A two-hour closed-book exam on the last class meeting (July 30) will represent the remaining 40% of the grade.

4. *Schedule [Dates are set, topics are tentative.]*

We will have fourteen class meetings over the course of nine weeks, starting on Monday, June 2. The last meeting will be Wednesday, July 30. We will not meet on Wednesday, June 18, or July 2 – 9.

<u>Class</u>	<u>Date</u>	<u>Problem Set</u>	<u>Topic</u>
1	June 2	PS 1 distributed (not due)	Static Games of Complete Information (Ch 1)
2	June 4		
3	June 9	PS 2 distributed	
4	June 11		
5	June 16	PS 2 collected, PS 3 distributed (not due)	Dynamic Games of Complete Information (Ch 2)
---	June 18	<i>off day</i>	
6	June 23	PS 4 distributed	
7	June 25		
8	June 28	PS 4 collected, PS 5 distributed	Games of Incomplete Information (Ch 3, 4)
---	July 2 – 9	<i>off days</i>	
9	July 14	PS 5 collected, PS 6 distributed	
10	July 16		
11	July 21	PS 6 collected, PS 7 distributed (not due)	
12	July 23		
13	July 28		Review?
14	July 30		Exam