

ECON201-A GAMES AND STRATEGIES-SPRING-2021
SABANCI UNIVERSITY-FACULTY OF ARTS AND SOCIAL SCIENCES

Course Information

Instructor: Mustafa Oğuz Afacan

E-mail: mafacan@sabanciuniv.edu

Zoom ID: 945 714 7246

Teaching Assistant: TBD

Classes:

Monday: 10.40-11.30 am

Wednesday: 2.40-3.30 pm

Recitations:

Friday: 10.40 am-11.30 am.

Course Objectives

This course is an introduction to game theory. Game theory consists of a coherent set of concepts and analytical tools to examine interactive or strategic situations between people, that is, situations where the well being of one actor depends not only what she/he does but also on what others do. Hence in deciding how best to act, each person needs to consider how others are likely to act as well. Game theory has become a widely used tool of analysis in a wide range of disciplines, including economics, business, political science, law and international relations.

Background

The mathematical requirements of this course are not high, and topics covered under the first year mathematics sequence (MATH 101 and 102) are more than sufficient to master the content of this course. However, the course does require students to think and reason in an analytically rigorous and systematic manner. I may review some topics whenever necessary.

Rules of Conduct

Due to the ongoing pandemic, the course will be fully online. You will follow the lectures and recitations over Zoom. All the materials will be recorded and posted on Sucourse and Google Drive.

All the exams will be conducted online over Zoom. Throughout the exam sessions, each student has to open a webcam, otherwise, his/her exam will be void. All the exam sessions will be recorded. You must connect to the Zoom link for the course with your official Sabanci University e-mail account, and not utilize other email accounts.

Textbook

The textbook for this course is

Avinash Dixit and Susan Skeath, Games of Strategy, Norton, 2009

For additional source, I recommend the following books:

Martin J. Osborne, An Introduction to Game Theory (Os)

Grading:

Homeworks: 15%

Midterm: 40%

Final : 45%

MAKE UP EXAMS

If a student misses a midterm, s/he has to have a medical report from Sabanci Medline covering the exam date. Otherwise, it will be counted as “zero”. If you miss midterm, no make-up will be given and its weight will be transferred to Final. On the other hand, if you miss Final, you will be given a Make-up Exam which will be much harder than Final. If a student misses both exams, s/he will get “NA” whatsoever.

SCHOLASTIC DISHONESTY POLICY

The definition for scholastic dishonesty is given in the rules and regulations of the Sabanci University. In the case of scholastic dishonesty, no credits will be given for that particular work. Cheating during written work will result in an F for the course. All incidents of scholastic dishonesty will be reported to university for disciplinary action.

COURSE OUTLINE

TOPIC 1: Introduction

* Chapter 1-2.

* Additional reading: Chapter 1 (Os)

TOPIC 2: Games with simultaneous moves, pure and mixed strategies

*Chapter 4-5

*Additional reading: Chapter 2-4 (Os)

TOPIC 3: Games with sequential moves, combining simultaneous and sequential moves

*Chapter 3, 6

*Additional reading: Chapter 5-7 (Os)

TOPIC 4: Repeated Games, Collective action games

*Chapter 11, 12

*Additional reading: Chapter 14, 15 (Os)

TOPIC 5: Uncertainty and Information, Strategic Moves

*Chapter 9, 10