

## Game Theory (60h – 9CFU)

Prof. Mario Tirelli

[mario.tirelli@uniroma3.it](mailto:mario.tirelli@uniroma3.it)

### Course learning objectives and skill acquisition

This course is a primer in Game Theory that aims to introduce students to the language and methods used to analyze static and dynamic games of complete and incomplete information. A special emphasis is given to economic applications. Among the others, the course deals with problems concerning business strategies, such as those related to the determination of sale prices and production/distribution quantities, strategies related to firm entry/exit and market positioning, bargaining, auction strategies and mechanisms, optimal policy, issues related to agents' credibility and to the time-consistence/sustainability of their decisions. The ultimate learning objective of the course is to provide students with those skills that are necessary to: I) understand the strategic setting (the game) they are in; II) learn how to formulate a strategy; III) learn how to change the game in his/her advantage.

### Assessment

The course assessment is based on a midterm exam for students attending classes, and a final exam. Both exams are written, closed books, and will be taken in class.

### Course general schedule

1. Monday 10:30-12:30
2. Tuesday 10:30-12:30
3. Wednesday 15:00-17:00

### Teaching material

Teaching material will be available to students through the Moodle platform, in the form of slides, problem set, sample exams.

#### *Textbooks*

Martin J. Osborne, An Introduction to Game Theory, Oxford University Press. 2003 or later editions.

#### *Additional readings*

Lecture notes on auctions.