

Game Theory (60h – 9CFU)

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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 sets, sample exams.

Textbooks

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

Additional readings

Lecture notes on auctions.