

## Game Theory

Academic Year: ( 2018 / 2019 )

Review date: 11-04-2018

Department assigned to the subject: Economics Department

Coordinating teacher:

Type: Electives ECTS Credits : 6.0

Year : Semester :

## DESCRIPTION OF CONTENTS: PROGRAMME

1. Basic concepts of game theory and the different types of games
2. Interaction (static, dynamic or repeated)
3. Type of information known by agents (perfect or imperfect).
4. Concepts of equilibrium
  1. Nash equilibrium, perfect equilibrium in subjuegos and Bayesian equilibrium
1. Specific Economic Applications:
  1. Non-competitive markets
  2. Political competition
  3. Bilateral negotiation
  4. Auctions
  5. Voting systems
  6. The problem of cooperation in repeated games.

**% end-of-term-examination:** 60

**% of continuous assessment (assignments, laboratory, practicals...):** 40