

Academic Year: (2023 / 2024)

Review date: 22-11-2022

Department assigned to the subject: Social Sciences Department

Coordinating teacher: SANCHEZ-CUENCA RODRIGUEZ, IGNACIO

Type: Compulsory ECTS Credits : 6.0

Year : 2 Semester : 1

Branch of knowledge: Social Sciences and Law

DESCRIPTION OF CONTENTS: PROGRAMME

1. Decisión theory: individual decision making under uncertainty
2. Non-cooperative static games, Nash equilibrium
3. Repeated games, folk theorems, and the emergence of reciprocity rules
4. Imperfect information games, signaling, reputational effects
5. Cooperative games, bargaining

ASSESSMENT SYSTEM

Students are expected to solve three problem sets individually, each of them carrying a 20% weight over the final grade.

There will be a final test (20%) and a term paper to be written in groups about applications of game theory to the social sciences (e.g. international relations, electoral competition, political regimes).

% end-of-term-examination:	20
% of continuous assessment (assignments, laboratory, practicals...):	80

BASIC BIBLIOGRAPHY

- Martin Osborne An Introduction to Game Theory, Oxford University Press, 2004
- Morrow, James Game Theory for Political Scientists, University of Michigan Press, 1994
- Ordeshook, Peter A Political Theory Primer, Routledge, 1992