

Session	Contents
1	Introduction Elements of a game Games in extensive form
2	Strategies and games in strategic form
3	Solution concepts I: dominance
4	Solution concepts II: Nash equilibrium
5	Application I: Models of imperfect competition. The Cournot model
6	Application I: Models of imperfect competition. Price competition (Bertrand) and horizontal differentiation
7	Mixed strategies
8	Dynamic games: sequential rationality
9	Dynamic games: subgame perfection and finitely repeated games
10	Infinitely repeated games
11	Games of incomplete information: Bayesian games and bayesian Nash equilibrium
12	Dynamic games of incomplete information: adverse selection and signaling
13	Dynamic games of incomplete information: signaling (II) Principal-agent models (I)
14	Principal agent models (II)