

# ECON90022 Game Theory

Credit Points:	12.50														
Level:	9 (Graduate/Postgraduate)														
Dates & Locations:	This subject is not offered in 2014.														
Time Commitment:	Contact Hours: Three hours of lectures/seminars per week. Total Time Commitment: Estimated total time commitment of 120 hours per semester														
Prerequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>ECON90002 Microeconomics</td><td>Semester 1</td><td>12.50</td></tr></table> or <table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>ECON40001 Advanced Microeconomics</td><td>Semester 1</td><td>12.50</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	ECON90002 Microeconomics	Semester 1	12.50	Subject	Study Period Commencement:	Credit Points:	ECON40001 Advanced Microeconomics	Semester 1	12.50
Subject	Study Period Commencement:	Credit Points:													
ECON90002 Microeconomics	Semester 1	12.50													
Subject	Study Period Commencement:	Credit Points:													
ECON40001 Advanced Microeconomics	Semester 1	12.50													
Corequisites:	None														
Recommended Background Knowledge:	None														
Non Allowed Subjects:	ECON40010 Game Theory <table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>ECON40010 Game Theory</td><td>Semester 2</td><td>12.50</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	ECON40010 Game Theory	Semester 2	12.50						
Subject	Study Period Commencement:	Credit Points:													
ECON40010 Game Theory	Semester 2	12.50													
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements for this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: <a href="http://www.services.unimelb.edu.au/disability/">http://www.services.unimelb.edu.au/disability/</a>														
Contact:	Email: <a href="mailto:gartemov@unimelb.edu.au">gartemov@unimelb.edu.au</a> ( <a href="mailto:gartemov@unimelb.edu.au">mailto:gartemov@unimelb.edu.au</a> )														
Subject Overview:	The subject provides a rigorous introduction to non-cooperative game theory and the economics of asymmetric information. The equilibrium concepts covered include dominant strategy, Nash, subgame perfect, Bayesian and perfect Bayesian equilibrium.														
Learning Outcomes:	On successful completion of this subject students should be able to: <ul style="list-style-type: none"><li># Explain and apply strategic games of complete information, extensive games with perfect information, static games of incomplete information;</li><li># Recognise and critically evaluate the applications of game-theoretic models within economics;</li><li># Use these analytical tools to understand situations where decision-makers interact.</li></ul>														
Assessment:	1.5 hour mid-semester examination and one 2-hour end-of-semester examination (totalling 70% and split between the midterm and the final as the maximum of 10% for the midterm plus 60% for the final and 30% for the midterm plus 40% for the final); and Five 600-word homework assignments (6% each) due in weeks 3, 5, 7, 9 and 12														
Prescribed Texts:	You will be advised of prescribed texts by your lecturer.														

<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On successful completion of this subject, students should have improved the following generic skills:</p> <ul style="list-style-type: none"><li># Evaluation of ideas, views and evidence</li><li># Synthesis of ideas, views and evidence</li><li># Strategic thinking</li><li># Critical thinking</li><li># Application of theory to economic policy and business decision making</li><li># Negotiation and bargaining</li><li># Written communication</li><li># Oral communication</li></ul>