

316-450 Game Theory

Credit Points:	12.50
Level:	4 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: Three hours of lectures/seminars per week Total Time Commitment: Not available
Prerequisites:	316-313 Microeconomics (/view/2009/316-313) or equivalent.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Mr Georgy Artemov
Subject Overview:	This 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, Bayes-Nash and perfect Bayes equilibrium.
Objectives:	.
Assessment:	A 1.5 hour mid-semester examination and one 2-hour end-of semester examination. The two examinations will constitute 70% of the overall assessment. The final mark derived from the two examinations will be whichever is highest from the following: (1) 10% weight on the mid-semester exam and 60% weight on the end-of-semester exam; (2) 30% weight on the mid-semester exam and 40% weight on the end-of-semester exam. The remaining 30% of the overall assessment comes from five assignments equally spaced throughout the semester totalling approximately 3000 words.
Prescribed Texts:	None
Recommended Texts:	Information Not Available
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	# High level of development: written communication; problem solving; team work; statistical reasoning; application of theory to practice; critical thinking; receptiveness to alternative ideas. # Moderate level of development: collaborative learning.

Notes:

Students may not gain credit for both 316-450 Game Theory and **316-674 Game Theory (/view/2009/316-674)** .