

ECON40010 Game Theory

Credit Points:	12.50
Level:	4 (Undergraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: Three hours of lectures/seminars per week Total Time Commitment: Not available
Prerequisites:	316-313 Microeconomics (/view/2010/316-313) or equivalent.
Corequisites:	None
Recommended Background Knowledge:	Please refer to Prerequisites and Corequisites.
Non Allowed Subjects:	Students may not gain credit for both 316-450 Game Theory (/view/2010/316-450) and 316-674 Game Theory (/view/2010/316-674) .
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: http://www.services.unimelb.edu.au/disability/
Coordinator:	Mr Georgy Artemov
Contact:	gartemov@unimelb.edu.au (mailto:gartemov@unimelb.edu.au)
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:	Information not available.
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:	You will be advised of prescribed texts by your lecturer.
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 (/view/2010/316-450)** and **316-674 Game Theory (/view/2010/316-674)** .