ECON90022 Game Theory

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2012, 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: Estimated total time commitment of 120 hours per semester
Prerequisites:	**Subject** / **Study Period Commencement:** / **Credit Points:** ECON90002 Microeconomics / Semester 1 / 12.50 or **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 **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: http://www.services.unimelb.edu.au/disability/
Coordinator:	Dr Georgy Artemov
Contact:	Graduate School of Business and Economics Level 4, 198 Berkeley Street Telephone: +61 3 8344 1670 **Online Enquiries (https://nexus.unimelb.edu.au/OnlineEnquiryForm.aspx?campaigncode=CMP-01311-VZ8293&cssurl=https://nexus.unimelb.edu.au/cssfiles/gsbe.css&redirecturl=http://www.gsbe.unimelb.edu.au/contactus/nexus/gsbe.html)** Web: **www.gsbe.unimelb.edu.au (http://www.gsbe.unimelb.edu.au/)**
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.
Objectives:	On successful completion of this subject students should be able to: # Explain and apply strategic games of complete information, extensive games with perfect information, static games of incomplete information; # Recognise and critically evaluate the applications of game-theoretic models within economics;

	# Use these analytical tools to understand situations where decision-makers interact.
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)Five assignments totalling approximately 3000 words (30%)
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:	On successful completion of this subject, students should have improved the following generic skills: # Evaluation of ideas, views and evidence # Synthesis of ideas, views and evidence # Strategic thinking # Critical thinking # Application of theory to economic policy and business decision making # Negotiation and bargaining # Written communication # Oral communication
Related Course(s):	Master of Commerce - Economics