

## ECON40010 Game Theory

<b>Credit Points:</b>	12.50						
<b>Level:</b>	4 (Undergraduate)						
<b>Dates &amp; Locations:</b>	This subject is not offered in 2014.						
<b>Time Commitment:</b>	Contact Hours: Three hours of lectures/seminars per week Total Time Commitment: Not available						
<b>Prerequisites:</b>	Admission into BH-COM or BH-ARTS (Economics) and <table border="1" data-bbox="389 488 1485 636"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ECON40001 Advanced Microeconomics</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	ECON40001 Advanced Microeconomics	Semester 1	12.50
Subject	Study Period Commencement:	Credit Points:					
ECON40001 Advanced Microeconomics	Semester 1	12.50					
<b>Corequisites:</b>	None						
<b>Recommended Background Knowledge:</b>	Please refer to Prerequisites and Corequisites.						
<b>Non Allowed Subjects:</b>	Students may not gain credit for both <b>ECON40010 Game Theory (.J../view/current/ECON40010)</b> and <b>ECON90022 Game Theory (.J../view/current/ECON90022)</b> .						
<b>Core Participation Requirements:</b>	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>						
<b>Contact:</b>	<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> )						
<b>Subject Overview:</b>	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.						
<b>Learning Outcomes:</b>	Information not available.						
<b>Assessment:</b>	A 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) (70%) Fortnightly assignments not exceeding 3000 words (30%)						
<b>Prescribed Texts:</b>	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>	<ul style="list-style-type: none"> <li># High level of development: written communication; problem solving; team work; statistical reasoning; application of theory to practice; critical thinking; receptiveness to alternative ideas.</li> <li># Moderate level of development: collaborative learning.</li> </ul>						