

ECON40010 Game Theory

Credit Points:	12.5						
Level:	4 (Undergraduate)						
Dates & Locations:	2016, 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:	Admission into BH-COM or BH-ARTS (Economics) and <table border="1" data-bbox="389 573 1485 719"> <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					
Corequisites:	None						
Recommended Background Knowledge:	Please refer to Prerequisites and Corequisites.						
Non Allowed Subjects:	Students may not gain credit for both ECON40010 Game Theory (../view/current/ECON40010) and ECON90022 Game Theory (../view/current/ECON90022) .						
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><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> </p>						
Coordinator:	Dr Ivan Balbuzanov						
Contact:	Ivan Balbuzanov ivan.balbuzanov@unimelb.edu.au (mailto:ivan.balbuzanov@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.						
Learning Outcomes:	Information not available.						
Assessment:	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%)						
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.
Related Majors/Minors/ Specialisations:	Master of Economics electives