Microeconomic Theory (II)

Wei James Chen2024 SpringFri. 345E-mail: jamesweichen@ntu.edu.twCourse Web: NTU COOLOffice: College of Agri. Bldg. Room 216Classroom: AgEcon 3TA: Kuo-Jung PingTA E-mail: r11627010@ntu.edu.tw

Course Description

This course offers an introduction to noncooperative game theory. The course is intended both for graduate students who wish to develop a solid background in game theory in order to pursue research in the applied fields of economics and related disciplines, and for students wishing to specialize in economic theory. Meanwhile, we will also extend the discussion to basic mechanism design.

Course Objective

This course aims to enable students to:

- Become familiar with various types of game theory models.
- Use game theory to analyze economic issues.
- Analyze agent decisions using a formal theoretical framework.
- Enhance the rigor of decision-making and avoid logical fallacies through mathematical analysis.
- Understand the fundamental theories and applications of mechanism design.

Prerequisites

- Microeconomics
- Microeconomic Theory (I)
- Calculus

Office Hours

Fri. 13:20 –14:20 (By appointment only)

Textbooks

Strategy: An Introduction to Game Theory, 3rd Edition by J. Watson (華泰文化代理)

Reading Materials

Auction Theory, 2nd Edition by V. Krishna

Grading Policy

- 10% Class Participation
- 30% In-class Assignment
- 30% Midterm
- **30%** Final

If your final grade is higher than your midterm grade, your final will account for 60% instead.

Course Schedule

Week	Date	Торіс
Week 1	2/23	About this Class
		Introduction
		The Extensive Form
Week 2	3/1	Strategies and the Normal Form
		Beliefs, Mixed Strategies, and Expected Payoffs
		General Assumptions and Methodology
Week 3	3/8	Dominance and Best Response
Week 4	3/15	Rationalizability and Iterated Dominance
		Nash Equilibrium
Week 5	3/22	Nash Equilibrium
		Mixed-Strategy Nash Equilibrium
Week 6	3/29	Details of the Extensive Form
		Sequential Rationality and Subgame Perfection
Week 7	4/5	(No Class) National Holiday
Week 8	4/12	Repeated Games and Reputation
Week 9	4/19	Random Events and Incomplete Information
		Bayesian Nash Equilibrium and Rationalizability
Week 10	4/26	Perfect Bayesian Equilibrium
Week 11	5/3	Midterm
Week 12	5/10	General Auction
Week 13	5/17	General Auction
Week 14	5/24	Mechanism Design
Week 15	5/31	Mechanism Design
Week 16	6/7	Final