Curriculum Plan (Odd Semester 2024-25)

Teacher Name: Ms. Ankita

Paper name: Game Theory and Strategic Interactions

Class type: B.A (Hons) Economics, Semester- V

Paper shared with: None

Unit to be taken	Month wise schedule to be followed	Tests/Assignments/ Presentation/Revision etc.
UNIT I: Complete information simultaneous move game, Dominance, Nash equilibrium, Mixed strategy Nash equilibrium	August (Week 1 – 3)	Internal Assessment (IA) 30 marks Two class tests (12 marks each), and 6 marks for attendance • Test 1 – September Week 2 • Test 2 – October Week 2 • Test 3 – November Week 2
UNIT II: Complete information extensive form game. Sequential rationality and subgame perfection	August (Week 4), September (Week 1 – 2)	
UNIT III: Topics from Industrial Organization	September (Week 3 – 4), October (Week 1)	
		Continuous Assessment (CA) 40 Marks
UNIT IV: Incomplete information: Bayes Nash equilibrium, Auction, Moral Hazard, Contract	October (Week 2– 4)	Overall Assessment (35 marks), and 5 marks for attendance • Assignment – September Week 3 • Quiz/Assignment – October Week 3 • Problem Solving – November Week 2
UNIT V: Communicating information. Perfect Bayesian equilibrium. Job market signaling and reputation	November (Week 1–3)	Revision: November – Week 3

References

Essential Readings:

- Watson, J. (2002). Strategy: an introduction to game theory. New York: WW Norton.
- Osborne, M. (2004). An Introduction to Game Theory. Oxford University press.

Other Readings:

- Mun~oz-Garcia, F. (2017). Advanced microeconomic theory: an intuitive approach with Final Examinationples. MIT Press.
- Mun~oz-Garcia, F. (2017). Practice Exercises for Advanced Microeconomic Theory. MIT Press.
- Dunaway, E., Strandholm, J. C., Espinola-Arredondo, A., & Munoz-Garcia, F. (2020). Practice Exercises for Intermediate Microeconomic Theory. MIT Press.