

Theory of Games: Course Outline

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July - November 2010

1. Games in Normal Form

Beliefs and Best Responses; Dominant and Dominated Strategies

Rationalizable Strategies, Mixed Strategies

Nash Equilibrium - Existence and Applications

Two Person Zero-Sum games

Correlated Equilibrium

II. Games in Extensive Form

Structure, Recall

Credibility and Subgame Perfection

Bargaining

Repeated Games

Other Applications

III. Games of Incomplete Information

Bayes-Nash equilibrium

First and Second Price Auctions, Double Auctions

Signaling Games

Forward Induction

Texts

1. "A Course in Game Theory" by Martin Osborne and Ariel Rubinstein
2. "A Primer in Game Theory" by Robert Gibbons
3. "Game Theory" by Roger Myerson
4. "Game Theory" by Drew Fudenberg and Jean Tirole