ECON 4999-003 ECONOMICS IN ACTION: GAME THEORY

Spring 2001

Professor Yongmin Chen
Office: Econ 112
Tel. (303)492-8736

Office Hours: 11:00-12.00 a.m. on Tuesdays and Thursdays.
If you need to talk to me at other times, you are also welcome; no appointment is necessary.

Course Description: Game theory studies how individuals make decisions in situations where there are strategic interactions between decision makers. It plays an important role in modern economic analysis. This course explores game theory and its applications in economics. It will review and further develop methods of game theoretical analysis. Students will be asked to identify economic problems that can be modeled as games. Students will be further asked to develop and analyze these models to gain economic insights.

Course Prerequisites: Calculus courses, as well as an intermediate microeconomics course. It will be expected that all students in this course are familiar with the differentiation and integration of simple functions. If you are on the waiting list and intend to enroll in the course, you must attend the first-week classes to learn whether you meet the prerequisites.

Course Materials: For an intuitive illustration of game theory, we shall use Games of Strategy, by Avinash Dixit and Susan Skeath (W.W. Norton, 1999). Other readings will be added during the semester.

Grading: Grades are based on homework and class participation (20%), two exams (20% each), a team project (20%), and a term paper (20%). You are required to attend all classes.

Further details of the course will be announced later.

*Students with disabilities who may need academic accommodations should discuss options with me during the first two weeks of class.