

Syllabus : Game Theory (ECO608)

Kiho Yoon

kiho@korea.ac.kr

1. Description

Game theory as well as its applications are discussed. Student presentations constitute a substantial part of the class.

2. Course Outline

- [1] The strategic form game and its solution concepts
- [2] The extensive form game and its solution concepts
- [3] Bayesian games and applications
- [4] Mechanism design
 - (i) Static mechanism design
 - (ii) Dynamic mechanism design
 - (iii) Implementability

3. Homeworks, Presentations and Exams

- Each attending student must present one or two papers, depending on the class size. The presentation sessions are considered as integral parts of the course.
- I may assign homeworks from time to time.
- The grades will be based on homeworks (20%), presentations and class participation (40%), and the final exam (40%).

4. Office Hours

Mondays and Tuesdays 3:15 - 4:15.