

Microeconomics II

Aim and Textbook

Aim We learn basic game theory and how to use it.



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Textbook We mainly use the first textbook. The second one is supplementarily used. The third one is used in the TA session.

- Steven Tadelis (2012) *Game Theory: An Introduction*, Princeton University Press.
- Andreu Mas-Colell, Michael Whinston, and Jerry Green (1995) *Microeconomic Theory*, Oxford University Press.
- Robert Gibbons (1992) *Game Theory for Applied Economists*, Princeton University Press.

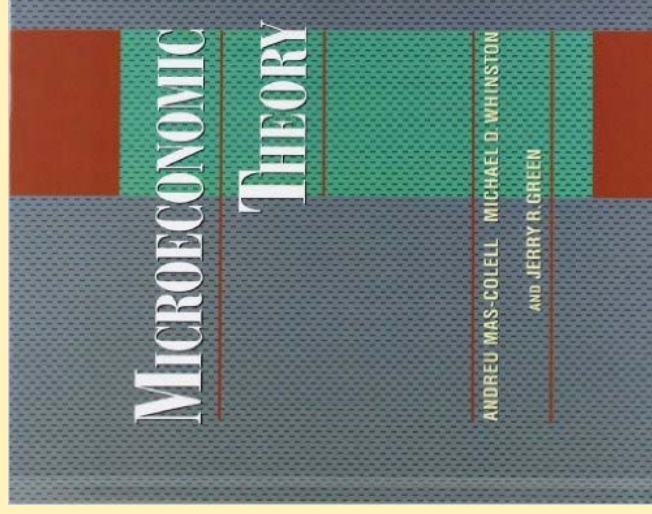
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Tadelis



Mas-Colell et al.



Gibbons

Recommendation

Solve exercises I strongly recommend you to solve the problem sets in Gibbons (1992).



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Preparation Before each class, you should read required contents in the main text.
You should carefully check the concepts (definitions, propositions, theorems) in each chapter. The examples in each chapter are useful to understand those concepts.



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Preparation Before each class, you should read required contents in the main text.

What I do I briefly review the basic concepts (definitions, propositions, theorems) in the main text and explain how to solve examples and exercises in each chapter.



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Preparation Before each class, you should read required contents in the main text.

What I do I briefly review the basic concepts (definitions, propositions, theorems) in the main text and explain how to solve examples and exercises in each chapter.
Note that I will not spend enough time to the review of the concepts if possible. We mainly consider examples and exercises in the textbooks if possible.



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What I do I briefly review the basic concepts (definitions, propositions, theorems) in the main text and explain how to solve examples and exercises in each chapter.

I think the class is just your pacemaker to learn game theory.



Evaluation



Grade The grade is based on the mid-term and the final exams and the in-class questions.

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In-class short answer questions: I assign in-class short answer questions four times ($5\text{pts.} \times 4$). You have 10 minutes to solve in each short answer question. The question is based on the materials we learn in the class.

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Related materials I will introduce you to related materials (academic papers), which would encourage you to write applied theory papers.

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S: 90pts.~; A: 80pts.~less than 90pts;

B: 70pts.~less than 80pts.; C: 60pts.~less than 70pts;

F: less than 60pts..



TA session

On Thursday 13:00-14:30, the TAs teach how to solve the examples and the problems in Gibbons (1992). This session (held in Japanese) helps you to understand game theory. After attending the session, you should solve the problems again.

Schedule

date		contents
Oct. 5, 2015	1	Guidance; Preliminaries of Static Games
Oct.12, 2015	–	National holiday
Oct.19, 2015	2	Rationality and Common Knowledge Req: 4.1(all), 4.2(4.2.1:pp.63-65), 4.3(4.3.1,4.3.2)
Oct.26, 2015	3	Pinning Down Beliefs: Nash Equilibrium Req: 5.1(all), 5.2(5.2.1,5.2.3,5.2.4)
Nov. 2, 2015	–	University Festival
Nov. 9, 2015	4	Mixed Strategies (SAQ) Req: 6.1(all), 6.2(pp.107-111)
Nov.16, 2015	5	Preliminaries of Dynamic Games Req: pp.129-146.
Nov.23, 2015	–	National holiday

Schedule

date	contents
Nov.30, 2015	6 Credibility and Sequential Rationality, Multistage Games Req: pp.151-158, pp.175-184
Dec. 7, 2015	7 Repeated Games Req: Chapter 10 except 10.5 and 10.8
Dec.14, 2015	8 Strategic Bargaining (SAQ) Req: pp.220-229 (the end of 11.3 on p.229)
Dec.21, 2015	9 Midterm Exam. (The topics of complete information games)
Dec.28, 2015	— Non-lecture period

Schedule

date		contents
Jan. 4, 2016!!	10	Bayesian Games Req: 12.1,12.2.1,12.3,12.5
Jan.11, 2016	–	National holiday
Jan.18, 2016	11	Auctions and Competitive Bidding Req: pp.270-282 (the end of 13.1 on p.282)
Jan.25, 2016	12	Mechanism Design (SAQ) Req: Chapter 14 except 14.5
Feb. 1, 2016	13	Sequential Rationality with Incomplete Information Req: Chapter 15 except 15.5
Feb. 8, 2016	14	Signaling Games (SAQ) Req: Chapter 16 except 16.5
Feb. 9, 2016	15	Final Exam. (The topics in the course)