COURSE DETAIL

GAME THEORY

Country
Hong Kong

Host Institution
Chinese University of Hong Kong

Program(s)
Chinese University of Hong Kong

UCEAP Course Level
Upper Division

UCEAP Subject Area(s)
Economics

UCEAP Course Number
106

UCEAP Course Suffix

UCEAP Official Title
GAME THEORY

UCEAP Transcript Title
GAME THEORY

UCEAP Quarter Units
4.50

UCEAP Semester Units
3.00

Course Description

Game theory is the branch of microeconomics concerned with the analysis of optimal decision making in competitive situations in which the actions of each decision maker have significant impact on the fortune of the others. this course covers strategic form games (also called normal form games), extensive form games with perfect information, extensive form games with imperfect information, static games with incomplete information, signaling games and repeated games. The course also covers such solution concepts as Nash equilibrium, subgame perfect Nash equilibrium, Perfect Bayesian game, and Bayesian Nash equilibrium. If time allowed, some other solution concepts are discussed. Students are expected to be familiar with microeconomics at the intermediate level and multivariate calculus.

Language(s) of Instruction
English

Host Institution Course Number
ECON3160

Host Institution Course Title
GAME THEORY

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Economics

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