COURSE DETAIL

GAME THEORY AND MECHANISM DESIGN
Country Italy
Host Institution University of Commerce Luigi Bocconi
Program(s) Bocconi University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Economics
UCEAP Course Number 124
UCEAP Course Suffix
UCEAP Official Title GAME THEORY AND MECHANISM DESIGN
UCEAP Transcript Title GAME THEORY
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

The aim of the course is twofold. First, the course provides a toolkit to identify, model, and reason through strategic interactions (such as business strategies, negotiations, etc.) and discusses how to apply this toolkit when designing strategic environments (such as auctions, competitions, teamwork, etc.). Second, and in the interdisciplinary spirit of the program, the course illustrates the ability of mathematics in modeling, analyzing, and understanding real-world social as well as business interactions. Course topics include: what is Game Theory, static and multistage games of complete and incomplete information, signaling and repeated games, mechanism design, Bayesian and dominant-strategy incentive compatibility, efficient mechanisms, auctions, and applications of the theory. Prerequisites: Ability to complete rigorous mathematical proofs.

Language(s) of Instruction
English

Host Institution Course Number
30559

Host Institution Course Title
GAME THEORY AND MECHANISM DESIGN

Host Institution Course Details
https://didattica.unibocconi.it/ts/tsn_anteprima.php?cod_ins=30559&anno=2024&Id...

Host Institution Campus
Bocconi University

Host Institution Faculty

Host Institution Degree

Host Institution Department
Economics

Course Last Reviewed
2023-2024

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