

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 Campus

Bocconi University

Host Institution Faculty

Host Institution Degree

Host Institution Department

Economics

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