

# 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\\_antepreima.php?cod\\_ins=30559&anno=2024&id...](https://didattica.unibocconi.it/ts/tsn_antepreima.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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