



Course and Examination Fact Sheet: Spring Semester 2024

8,250: Advanced Microeconomics III: Game Theory

ECTS credits: 4

Overview examination/s

(binding regulations see below)

decentral - Analog written examination, Analog, Individual work individual grade (70%, 90 mins.)

Examination time: Term time

decentral - Written work, Digital, Individual work individual grade (30%)

Examination time: Term time

Attached courses

Timetable -- Language -- Lecturer

[8,250,1.00 Advanced Microeconomics III: Game Theory](#) -- English -- [Hoffmann Magnus](#)

Course information

Course prerequisites

Students should have a firm background in microeconomic analysis. Basic knowledge of game theory is expected.

Learning objectives

In this course, students

1. learn how to describe strategic interaction,
2. familiarize themselves with the most important solution concepts,
3. gain practice in solving game-theoretic problems,
4. learn how to think strategically within and beyond the classroom.

Course content

Game theory is the lingua franca of modern behavioral and social sciences. In particular, game theory is an indispensable tool for the analysis of strategic interaction between economic agents in all subfields of economics. This course builds on material that students have learned in their bachelor studies. The goals of this course are to introduce students to various examples and applications of game theory, to train them to apply advanced, game theoretic concepts, and to convey the theoretical fundamentals of the field. The course aims to enable students to independently describe and analyze settings with strategic interaction using the tools of modern game theory.

Course structure and indications of the learning and teaching design

Lectures take place weekly. There are two exercise sessions replacing the lecture in the respective weeks. In each class, we discuss the key concepts, solve exercises, or conduct classroom experiments to immerse ourselves in the material. A thorough understanding of the contents of the "Brush Up" about normal-form games and solution concepts (Lecture 0) is a prerequisite for this course. Students are therefore asked to familiarize themselves with the contents of the "Brush Up" before the beginning of the course.

Tentative Structure (subject to change):

- Static Games of Complete Information
 1. Mixed Strategies and Nash's Existence Theorem



- Dynamic Games of Complete Information
 2. Brush Up
 3. Multistage Games
 4. Repeated Games I
 5. Repeated Games II
- Static Games of Incomplete Information
 6. Brush Up
 7. Exercise Session I
- Dynamic Games of Incomplete Information
 8. Brush Up
 9. Cheap Talk
 10. Exercise Session II
 11. Exam

Course literature

- Main text:

Tadelis, S. (2013), *Game Theory: An Introduction*, Princeton University Press.
- Other useful texts:

Brams, S.J., (2011), *Game Theory and the Humanities: Bridging Two Worlds*, MIT Press.
Fudenberg, D., Tirole, J. (1993), *Game Theory*, MIT Press.
Gibbons, R. (1992), *Game Theory for Applied Economists*, Princeton University Press.
Mailath, G.J., Samuelson, L. (2006), *Repeated Games and Reputations*, Oxford University Press
Mas-Colell, A., Whinston, M.D., Green, J.R. (1995), *Microeconomic Theory*, Oxford University Press; Chapters 7-9.
Osborne, M.J., Rubinstein, R. (1994), *A Course in Game Theory*, MIT Press.
Tirole, J. (1988), *Theory of Industrial Organization*, MIT Press; Chapter 11.
Vega-Redondo, R. (2003), *Economics and the Theory of Games*, Cambridge University Press.

Additional course information

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Examination information

Examination sub part/s

1. Examination sub part (1/2)

Examination modalities

Examination type	Analog written examination
Responsible for organisation	decentral
Examination form	Written exam
Examination mode	Analog
Time of examination	Term time
Examination execution	Synchronous
Examination location	On Campus
Grading type	Individual work individual grade
Weighting	70%
Duration	90 mins.

Examination languages

Question language: English
Answer language: English

Remark

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Examination-aid rule

Closed Book

The use of aids is prohibited as a matter of principle, with the exception of pocket calculator models of the Texas Instruments TI-30 series and, in case of non-language exams, bilingual dictionaries without any handwritten notes. Any other aids that are admissible must be explicitly listed by faculty members in the paragraph entitled "Supplementary aids" of the course and examination fact sheet; this list is exhaustive.

Procuring any aids, as well as ensuring their working order, is the exclusive responsibility of students.

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2. Examination sub part (2/2)

Examination modalities

Examination type	Written work
Responsible for organisation	decentral
Examination form	Written work
Examination mode	Digital
Time of examination	Term time
Examination execution	Asynchronous
Examination location	Off Campus
Grading type	Individual work individual grade
Weighting	30%
Duration	--

Examination languages

Question language: English

Answer language: English

Remark

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Examination-aid rule

Free aids provision

Basically, students are free to choose aids. Any restrictions are defined by the faculty members in charge of the examination under supplementary aids.

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Examination content



- Students will have to submit one problem set that is graded (accounting for 30% of the total grade) during the semester.
- At the end of the semester there is a final written exam (accounting for 70% of the total grade). The final exam will cover the following topics:

Static Games of Complete Information
Mixed Strategies and Nash's Existence Theorem
Dynamic Games of Complete Information
Static Games of Incomplete Information
Dynamic Games of Incomplete Information

Examination relevant literature

The following content is covered in the examination:

- Chapters 3-6, 7-9, 10, 12, 15, 18 of Tadelis, S. (2013), Game Theory: An Introduction, Princeton University Press,
- the graded problem set,
- lectures 0-10 incl. the exercises from Exercise Sessions I and II.

Please note

Please note that only this fact sheet and the examination schedule published at the time of bidding are binding and takes precedence over other information, such as information on StudyNet (Canvas), on lecturers' websites and information in lectures etc.

Any references and links to third-party content within the fact sheet are only of a supplementary, informative nature and lie outside the area of responsibility of the University of St.Gallen.

Documents and materials are only relevant for central examinations if they are available by the end of the lecture period (CW21) at the latest. In the case of centrally organised mid-term examinations, the documents and materials up to CW 13 are relevant for testing.

Binding nature of the fact sheets:

- Course information as well as examination date (organised centrally/decentrally) and form of examination: from bidding start in CW 04 (Thursday, 25 January 2024);
- Examination information (supplementary aids, examination contents, examination literature) for decentralised examinations: in CW 12 (Monday, 18 March 2024);
- Examination information (supplementary aids, examination contents, examination literature) for centrally organised mid-term examinations: in CW 13 (Monday, 25 March 2024);
- Examination information (regulations on aids, examination contents, examination literature) for centrally organised examinations: Starting with de-registration period in CW 15 (Monday, 08 April 2024).