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	Applied Game Theory-E2			
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This course is to help students understand basic solution concepts, acquire the basic analytical tools in the applied game theory, and understand stylized applications of applied game theory. It may also get across with some knowledge of mechanism design and market design. This course covers a number of important applications in both game theory and market design such as signaling game, cheap talk game, repeated game, marriage market matching, and auction.

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Understand the key concepts and models in the applied game theory
Mastering the ability to use game theoretical models to analyze practical issues

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The lectures will be organized as follows.

1. Introduction to game theory I: strategic reasoning
2. Introduction to game theory II: building a strategic model
3. Nash equilibrium I
4. Nash equilibrium II
5. Sequential game with perfect information I
6. Sequential game with perfect information II
7. Sequential game with imperfect information I
8. Sequential game with imperfect information II
9. Game with private information
10. Signaling game
11. Repeated game
12. Nash bargaining and Rubinstein bargaining
13. Marriage and college admission
14. Auction in practice

Total: 14 classes and 1 feedback

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Some topics require basic knowledge of derivatives and integrals.

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Homework and class participation (30%)
Final examination (70%)

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Students will be assigned three problem sets as the homework

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Office hour by appointment