科目ナン	バリン	グ U-3	LAS06 10020 LE43								
授業科目 <英訳>	1 1 1	lied Game Theory-E2 lied Game Theory-E2				旦当者所属 経済学研究科 特定助教 李 晨 戦名・氏名			李晨		
群	人文・社会科学科目群 分野(分類) 法				法・政	政治・経済(基礎)			使用言語	英語	
旧群	A群	単位数	2単位	週コマ数	1コマ		授業	授業形態 講義(対面授業科		業科目)	
開講年度・ 開講期	2024・後期 曜時限 月			4		配	当学年	主として1[9生 対象学	生全学向	

[授業の概要・目的]

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.

[到達目標]

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

[授業計画と内容]

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

[履修要件]

Some topics require basic knowledge of derivatives and integrals.

[成績評価の方法・観点]

Homework and class participation (30%)

Final examination (70%)

Applied Game Theory-E2(2)へ続く

Applied Game Theory-E2(2)
[教科書]
受業中に指示する
[参考書等]
(参考書) ※数点:2000年7月
受業中に紹介する
[授業外学修(予習・復習)等]
Students will be assigned three problem sets as the homework
[その他(オフィスアワー等)]
Office hour by appointment