

科目ナンバリング		U-LAS06 10019 LE43					
授業科目名 <英訳>	Introduction to Game Theory-E2 Introduction to Game Theory-E2			担当者所属 職名・氏名	経済学研究科 特定講師 李 晨		
群	人文・社会科学科目群		分野(分類)	法・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	授業形態	講義(対面授業科目)
開講年度・ 開講期	2025・前期		曜時限	月3/月4		配当学年	主として1回生 対象学生 全学向
<b>[授業の概要・目的]</b>							
<p>Game theory is the study of strategic interactions among rational decision-makers, where the outcome for each participant depends not only on their own actions but also on the actions of others. It provides a framework for analyzing situations in which individuals or groups must make decisions that affect one another.</p> <p>A complete information game is a type of game in which all players have full knowledge of the rules, strategies, and payoffs of other participants, allowing them to make fully informed decisions.</p> <p>This course will cover standard undergraduate-level material on complete information games, including the fundamental concepts, the formalization of game models, and key solution concepts such as Nash equilibrium. Through this course, students will gain a foundational understanding of strategic behavior in economic, political, and social contexts.</p>							
<b>[到達目標]</b>							
<ul style="list-style-type: none"> <li>• Develop an understanding of the models and solution concepts of complete information games.</li> <li>• Practice and acquire essential skills to analyze and solve application problems in complete information games.</li> </ul>							
<b>[授業計画と内容]</b>							
<p>The lectures will be organized as follows.</p> <ol style="list-style-type: none"> <li>1. What is game theory.</li> <li>2. Introduction to normal-form games.</li> <li>3. Dominance and strictly dominant strategy equilibrium.</li> <li>4. Common knowledge of rationality and iterated elimination of strictly dominated strategies.</li> <li>5. Nash equilibrium: Theory.</li> <li>6. Nash equilibrium: Applications.</li> <li>7. Mixed strategy.</li> <li>8. Introduction to extensive form games.</li> <li>9. Backward induction.</li> <li>10. Subgame perfect equilibrium: Theory.</li> <li>11. Subgame perfect equilibrium: Applications.</li> <li>12. Bargaining game.</li> <li>13. Repeated game.</li> <li>14. Review lecture.</li> <li>(Final examination.)</li> <li>15. Feedback.</li> </ol>							
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## Introduction to Game Theory-E2(2)

### [履修要件]

Certain topics will assume a foundational understanding of derivatives and integrals.

### [成績評価の方法・観点]

Homework (25%)

Class participation (5%)

Final examination (70%)

### [教科書]

授業中に指示する

### [参考書等]

(参考書)

授業中に紹介する

### [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 e-mail appointment.