



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Game Theory							
Course Code		EFN500		Course Level		Second Cycle (Master's Degree)			
ECTS Credit	5	Workload	125 ( <i>Hours</i> )	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		The main objective of this course is to (i) show a systematic way of analyzing strategic situations in which the well being of individuals depends not only on what they do but also on what other individuals do, (ii) introduce students with the basic concepts and results of noncooperative game theory.							
Course Content		Eşzamanlı hareket olan oyunlar: Saf stratejiler. Nash dengesi. Baskın strateji dengesi. Eşzamanlı hareketlerle oyunlar: Karışık Stratejiler. Toplu aksiyon oyunları. Sıralı hareketlerle oyunlar. Alt oyun mükemmel dengesi. Eşzamanlı ve sıralı hareketleri birleştiriyor. Strateji ve oylama. Pazarlık. Piyasalar ve rekabet.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation)					
Name of Lecturer(s)									

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

### Recommended or Required Reading

1	Avinash Dixit and Susan Skeath, Games of Strategy, Norton, 2004
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Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction
2	Theoretical	Games with simultaneous moves: pure strategies, Nash equilibrium
3	Theoretical	Games with simultaneous moves: pure strategies, dominant strategy equilibrium
4	Theoretical	Games with simultaneous moves: mixed strategies
5	Theoretical	Games with simultaneous moves: mixed strategies
6	Theoretical	Collective action games
7	Theoretical	Toplu aksiyon oyunları
8	Intermediate Exam	Mid-term
9	Theoretical	Games with sequential moves
10	Theoretical	Games with sequential moves: Subgame Perfect Equilibrium
11	Theoretical	Combining simultaneous and sequential moves
12	Theoretical	Strategy and voting
13	Theoretical	Bargaining
14	Theoretical	Markets and competition
15	Theoretical	Review
16	Final Exam	Final

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	3	70
Individual Work	7	2	2	28
Midterm Examination	1	10	1	11
Final Examination	1	15	1	16
Total Workload (Hours)				125
[Total Workload (Hours) / 25*] = ECTS				5

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	use game theory concepts correctly
2	construct simple models involving strategic interaction
3	relate real-life situations to the formal games seen in class
4	İstenilen sosyal sonuçları elde etmek için oyunun kurallarında basit değişiklikler önerebilir
5	Understanding the relationship between markets and competition

**Programme Outcomes** (*Economics and Finance Interdisciplinary Master*)

1	To be able to use the basic concepts in the field of economics and finance correctly
2	To be able to comprehend philosophical, social, historical and psychological principles influencing economics and finance
3	To be able to analyze economical and financial events theoretically and empirically
4	To be able to evaluate any economical and financial problem in accordance with scientific principles
5	To be able to prepare solutions for an economical or financial problem cooperatively in accordance with principles and criteria
6	To be able to follow contemporary implementations, and national and international academic publications
7	To be able to prioritize scientific methods and ethical principles in economics and finance while considering and implementing field specific professional issues
8	To be willing to do scientific research in the field of economics and finance
9	To be able to create value for economics and finance profession as a professional identity

**Contribution of Learning Outcomes to Programme Outcomes** 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5
P1	3	4	5	5	4
P2	4	3	4	3	3
P3	5	4	3	3	4
P4	4	5	3	4	3
P5	3	4	4	4	4
P6	4	3	4	3	3
P7	3	3	3	4	4
P8	5	4	4	3	4
P9	3	4	5	4	4

