



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Game Theory and Industrial Economics							
Course Code		İKP621		Couse Level		Third Cycle (Doctorate Degree)			
ECTS Credit	5	Workload	131 (<i>Hours</i>)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		The course aims to empower the student with the ability to analyze a problem regarding the Game Theory by making use of scientific economic tools, and offer policy proposals.Students are also expected to be able to scientifically criticize an article appearing in a newspaper or any other news media after taking this course or during the semester, not necessarily for exam purposes. That will prepare the student for the evercompetitive job market by helping them gain critical thinking in the scientific methodology.							
Course Content		The course covers the analysis of strategic behaviors in everyday life. Most of the times, people and firms are in competition and have to behave strategically to maintain their best interests. Behaving strategically means that an agent must accept other's existence and consider their decisions as well when deciding. Our best interest may harm others whom we are living with. The merit is to find a (the) best solution maximizing the utility under given conditions.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Individual Study					
Name of Lecturer(s)		Assoc. Prof. Kıymet YAVUZASLAN							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Game Theory for Applied Economists, Robert Gibbons, Princeton University Press.
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Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to Game Theory
2	Theoretical	Static games with complete information
3	Theoretical	Static games with complete information
4	Theoretical	Static games with complete information
5	Theoretical	Dynamic games with complete information
6	Theoretical	Dynamic games with complete information
7	Theoretical	Dynamic games with complete information
8	Intermediate Exam	Midterm
9	Theoretical	Static games with incomplete information
10	Theoretical	Static games with incomplete information
11	Theoretical	Static games with incomplete information
12	Theoretical	Dynamic games with incomplete information
13	Theoretical	Dynamic games with incomplete information
14	Theoretical	Dynamic games with incomplete information
15	Theoretical	Review of the Semester
16	Final Exam	Final

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	3	70
Individual Work	14	1	2	42
Midterm Examination	1	8	1	9



Final Examination	1	9	1	10
Total Workload (Hours)				131
[Total Workload (Hours) / 25*] = ECTS				5
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Will be able to explain the main equilibrium concepts of game theory like Nash equilibrium, iterated elimination of strictly dominated strategies, subgame perfect equilibrium, backwards induction.
2	Will be able to infer possible outcomes of static and dynamic games.
3	Will be able to model the strategic interaction of firms in oligopolistic market structures in the scope of game theory.
4	Will be able to estimate the results of strategic interaction of firms in oligopolistic market structures in the scope of game theory.
5	Will be able to explain the auction theory and its implications.

Programme Outcomes (Economic Policy Doctorate)

1	To be able to understand and interpret basic economic concepts, theories and methods
2	To be able to apply mathematical, statistical and econometric analysis tools to economic problems
3	To be able to interpret the structure and characteristics of the markets in the economy by understanding current economic events.
4	To be able to describe the role of innovation, creativity and technology in the dynamic global economy.
5	Ability to prepare projects and acquire creativity skills
6	Ability to analyze macro and micro economic developments
7	Being able to adopt the philosophy of lifelong learning

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	4	4	4	5	3
P2	3	4	4	5	3
P3	3	4	4	5	3
P4	3	4	3	3	5
P5	3	5	3	3	5
P6	3	4	3	3	5
P7	3	4	3	3	5

