AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Game Theory and Information						
Course Code		İKP515		Couse Level		Second Cycle (Master's Degree)		
ECTS Credit	5	Workload	125 *(Hours)*	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		To gain knowledge about Game Theory and information and enabling to gain practical experience						
Course Content		Dominance, Nash equilibrium, Dynamic Games, Sub-game Perfect Equilibrium, Repetitive Games, Dynamic Games with Imperfect Information, Auctions, Bargaining						
Work Placement		N/A						
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion				
Name of Lecturer(s)								

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Oyun Teorisi (Ensar Yılmaz)
2	Ekonomistler İçin Uygulamalı Oyun Teorisi (Robert Gibbons)
3	Oyunlar ve Enformasyon (Eric Rasmusen)
4	Martin J. Osborne (2004), Oyun Teorisine Giriş

Week	Weekly Detailed Course Contents	
1	Theoretical	Games with Complete Information.-Dominant Strategy Balance
2	Theoretical	Nash Equilibrium, Existence and Properties
3	Theoretical	Mixed Strategies
4	Theoretical	Dynamic Games with Complete Information, Expanding Form Games
5	Theoretical	Backward Inference and Subgame Equilibrium and Multiphase games
6	Theoretical	Repetitive Games (Limited Repetitive Games)
7	Theoretical	Repetitive Games (Unlimited Recurring Games, Repetitive Games with Incomplete Information)
8	Intermediate Exam	Mid-Term Exam
9	Theoretical	Static Games with Incomplete Information (Bayesian Games and Bayesian Equilibrium)
10	Theoretical	Tenders
11	Theoretical	Dynamic Games with Incomplete Information (Perfect Bayesian Games)
12	Theoretical	Signaling Games
13	Theoretical	Bargain Games
14	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	3	70
Lecture - Practice	3	5	5	30
Midterm Examination	1	9	1	10
Final Examination	1	14	1	15
			Total Workload (Hours)	125
		[Total Workload (Hours) / 25*] = **ECTS**		5

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	The student will be able to make microeconomic analysis with game theory tools.
2	The student will be able to discuss the applications of game theory in economics and other social sciences.

3	To be able to apply game-theoretic tools to practical situations
4	Relates real-life situations to formal games seen in the classroom.
5	To be able to suggest simple changes to the rules of the game to achieve desired social outcomes

Programme Outcomes *(Economic Policy Master)*

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