

5.0 credits

30.0 h

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| Teacher(s) : | Vannetelbosch Vincent ; |
| Language : | Anglais |
| Place of the course | Louvain-la-Neuve |
| Main themes : | Game theory is a bag of analytical tools designed to help us to understand the phenomena that we observe when decision makers interact. |
| Aims : | <i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i> |
| Content : | <p>Introduction to Game Theory</p> <ul style="list-style-type: none"> - Noncooperative Game Theory - Cooperative Game Theory - Theory of Coalition Formation - Theory of Network Formation <p>Normal-Form or Strategic Games</p> <ul style="list-style-type: none"> - Definition of a normal or strategic form game - Nash Equilibrium - Illustration : a synergistic relationship - Second-price sealed-bid auctions - First-price sealed-bid auctions - Existence of a Nash equilibrium <p>Normal Form Games with Incomplete Information</p> <ul style="list-style-type: none"> - The battle of the sexes with incomplete information - Definition of a Bayesian game - Nash equilibrium of Bayesian game |
| Cycle and year of study : | > Master [120] in Economics: General |
| Faculty or entity in charge: | ECON |