MECO 7311 - Advanced Game Theory

**MECO 7311** Advanced Game Theory (3 semester credit hours) This course covers the Nash-equilibrium based solution concepts in Nash and Bayesian-Nash games, including sub-game perfection, forward and backward induction, trembling hand perfection, sequential equilibrium, and the intuitive criterion with applications to discrete and continuous action games. Prerequisites: **MECO 6345** or equivalent and **MECO 6350** or equivalent and instructor consent required. (3-0) Y (2016-03-17 11:22:13)