ECON 7316 - Game Theory

ECON 7316 Game Theory (3 semester credit hours) Advanced treatment of topics in noncooperative game theory. May also include a brief survey of cooperative game theory. Major topics covered include correlated equilibrium, equilibrium refinements, evolutionary stability and dynamics, multi-level selection, revelation principle, strategic substitutes and complements, uniqueness and comparative statics. Prerequisite: GISC 7310 or EPPS 7316 or ECON 6306 or instructor consent required. (3-0) R