

5.0 credits	30.0 h	2q
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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
Faculty or entity in charge:	ECON

Programmes / formations proposant cette unité d'enseignement (UE)				
Intitulé du programme	Sigle	Credits	Prerequis	Acquis d'apprentissage
Master [120] in Economics: General	ECON2M	5	-	