

Syllabus

This course is an introduction to noncooperative game theory with an emphasis on its use in political science.

Course Text. The course text is *Game Theory for Political Scientists*, by James D. Morrow. It should be available in the campus bookstore and online. Supplementary readings are available on course website.

Contact Information. My office is Seigle 291, my office phone is (314) 935-7473, and my email is jpatty@wustl.edu. Most importantly, the course website is

<http://patty.wustl.edu/gametheory/>

All materials for the course will be on this website and you are responsible for checking it regularly. My office hours for the Spring will be Mondays, 3-4pm, and by appointment.

Course Meetings. The class will be held 2:30-4:30pm on Thursdays in Seigle Hall 204.

Course Grading. Each student's grade for the course will be based on the following:

1. *10 Problem Sets.* These are each worth 5% of the final course grade.
2. *2 Midterm exams.* These in-class exams are each worth 15% of the final course grade.
3. *Comprehensive final exam.* This take-home exam is worth 20% of the final course grade.

The course is graded on the following scale:

Score	Grade	Score	Grade	Score	Grade	Score	Grade
≥94	A	≥83	B	≥73	C	≥63	D
≥90	A-	≥80	B-	≥70	C-	≥60	D-
≥87	B+	≥77	C+	≥67	D+	<60	E

Teaching Philosophy. I hope you will meet with me during the semester, especially if you have questions about the course material. I welcome questions during class: if you have a question or a comment, please interrupt me!

Academic Honesty. I strongly encourage you to review the University's policies regarding academic honesty. In general, if you have *any* question, please feel free to ask me.

Teaching Assistant. The teaching assistant for the course is Gordon Arsenoff.

Various Policies.

- You may work together on the problem sets, though you should each prepare your answers separately,
- all assignments and the take-home exam should be prepared in LaTeX and submitted electronically to the course teaching assistant with a carbon-copy to me,
- the problem sets are “open book and open notes,”
- you are to consult only with Professor Patty regarding any of the exams, and
- the exams are “closed book and closed notes:” you should consult no materials while taking any of the exams.

Class Schedule. The class schedule is as follows:

Class	Reading	Topic	PS Due
1: Jan. 19th	Chapters 2 & 3	Utility Theory & Game Forms	
2: Jan. 26th	No Class		
3: Feb. 2nd	Chapter 4	Nash Equilibrium	PS 1
4: Feb. 9th	<i>Questions & More Problems</i>		PS 2
5: Feb. 16th	Chapter 5	Backward Induction	PS 3
6: Feb. 23rd	<i>Questions & More Problems</i>		PS 4
7: Mar. 1st	Chapter 9	Repeated Games	PS 5
8: Mar. 8th	Exam 1		
Mar. 15th	No Class: Spring Break		
9: Mar. 22nd	Chapter 6	Bayesian Games	PS 6
10: Mar. 29th	<i>Questions & More Problems</i>		PS 7
11: Apr. 5th	Chapter 7	Further Equilibrium Refinements	PS 8
12: Apr. 12th	Exam 2		
13: Apr. 19th	Chapter 8	Signaling Games	PS 9
14: Apr. 26th	<i>Questions & More Problems</i>		PS 10
May 3rd	Final Exam Due		