Games People Play
Syllabus

This is an introductory course in Game Theory. We shall use little or no math, but we shall cover a lot of concepts in a short period of time. There will be significant amounts of game playing in class, and students are expected to attend and participate.

Text: Dixit and Skeath, "Games of Strategy", Norton (any edition will suffice).

Useful Reading:
- Dixit and Nalebuff, "Thinking Strategically: The Competitive Edge in Business and Everyday Life", Norton.
- Binmore, "Fun and Games", Heath.

Tests: There will one midterm worth 25% and one final worth 50%. The remaining 25% will be earned via participation in in-class games.

Participation Credit: On days when we play in-class games a sign up attendance sheet will be passed around. The proportion of the 25% participation credit each student will receive will itself be proportional to the percentage of the in-class games they have participated in. If you cannot attend a class for a legitimate reason, and do not want to lose attendance credit, it is required that you contact me in advance of your absence. There are no exceptions to this rule.

Class Schedule
We meet on Tuesdays and Thursdays from 14.00-15.20 in 128 Chiles, there will be no classes on November 26th or 28th (Thanksgiving).

Exam Schedule:
Midterm: Thursday October 31st - Covering sections 1-7.
Final: Thursday December 12th, 13.00pm - Comprehensive.

Contact Information:
Office: 540 PLC
Tel: 6-4657
Email: cjellis@uoregon.edu
Office Hours: Tuesday, Thursday 15.30-16.30

Note: I am allergic to fragrances please do not wear them to class or office hours. Thank you.

Course Outline
1 Basic Ideas and Examples
Dixit and Skeath Chapter 1

2 How to Think About Strategic Games
Dixit and Skeath Chapter 2

3 Sequential Move Games
Dixit and Skeath Chapter 3

4 Simultaneous Move Games with Pure Strategies
Dixit and Skeath Chapter 4 and 5

5 Mixed Strategies
Dixit and Skeath Chapters 7 and 8

6 Combining Simultaneous and Sequential Moves
Dixit and Skeath Chapter 6

7 Uncertainty and Information
Dixit and Skeath Chapter 9

8 Strategic Moves
Dixit and Skeath Chapter 10

9 The Prisoner's Dilemma and Repeated Games
Dixit and Skeath Chapter 11

10 Collective Action Games
Dixit and Skeath Chapter 12

11 Evolutionary Games
Dixit and Skeath Chapter 13

12 Brinksmanship: The Tragic Tale of George and Saddam
Dixit and Skeath Chapter 14

13 Auctions
Dixit and Skeath Chapter 16

14 Bargaining
Dixit and Skeath Chapter 17