Advanced Topics in Economics: Game Theory
Econ 696
Fall 2015

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Meetings on Wednesdays 12-1pm

COURSE DESCRIPTION

This is a weekly seminar where students and faculty from a wide range of fields will present their research in topics broadly related to game theory. The topics include, but are not limited to, theory of games, networks, cooperative games, cost-sharing, experimental economics, and applications to Computer Science, Electrical Engineering and other Social Sciences.

The format of the presentation is open. It can be just a research idea combined with very preliminary results, or it can be a more complete research that is close to publication. Regardless of the type of presentation, it is expected that every session will have a lot of discussion.

Student Learning Outcomes:

Students will learn how to:

- Present their research to a broad audience of subjects.
- Relate and differentiate their research from existing literature.
- Learn about other’s research.
- Provide useful feedback to others.

ASSESSMENT

Students are expected to attend all session. The student’s grade will be composed of:

- Presentation: 70%
- Participation: 30%

Disability Access: If you feel you need reasonable accommodations because of the impact of a disability, please 1) contact the KOKUA Program (V/T) at 956-7511 or 956-7612 in room 013 of the QLCSS; 2) speak with me privately to discuss your specific needs. I will be happy to work with you and the KOKUA Program to meet your access needs related to your documented disability.