

*English follows after Japanese

Advanced Topics in Economics: Game Theory and Economic Applications
の登録受付について

標記科目について、3次登録期間（4月12日～13日（土）17時）にかけて履修登録を受け付けます。登録方法、注意点は以下を参照してください。シラバスは2ページを確認してください。

登録対象：3年以上の政治経済学部生

登録方法：Eメールによる（送信先：ssk@list.waseda.jp）

メールタイトルを「Advanced Topics in Economics: Game Theory and Economic Applications の登録」とし、学籍番号、氏名を本文に記載してください。

注意点：①登録単位上限や曜日・時限の重複エラー等の科目登録上のエラーがあった場合は、本科目への登録は無効になります（エラーがある場合は、予め解消したうえで、応募してください）。
②希望者多数の場合、抽選を行います。

Registration for “Advanced Topics in Economics: Game Theory and
Economic Applications”

SPSE will accept registration for the above course during the third course registration period starting from tomorrow until 17:00 on April 13. Please see page.2 for the course syllabus.

Eligibility : SPSE senior students or above

How to register: Please email to ssk@list.waseda.jp. Title of the e-mail should be “Registration for Advanced Topics in Economics: Game Theory and Economic Applications”. Make sure to write your name and Student ID number.

Note : 1. Your application will be invalid if there is any course registration error such as credits-limitation error or time conflict with other registered courses.
2. If the number of students who register for this course exceeds the prescribed quota, permission to register will be decided by lottery.

Academic Year	Professor	Year to be taken	Credit(s)
2019	KORIYAMA, Yukio	3 rd grade or more	2
Course Name			Timetable
Advanced Topics in Economics: Game Theory and Economic Applications			Summer Quarter Wednesday 5-6 period

副題 Subtitle
授業概要 Course Description
<p>We study how game-theoretical concepts are applied to the analysis of strategic interaction between multiple decision makers. We focus on application to the “design” aspect in the analysis of economic phenomena, using the approaches from the classical mechanism design to the political institutional design. The principle idea is to see how we can set up the rules in the society so that desirable properties, such as efficiency, stability, fairness, equality, and strategy-proofness, are satisfied. As the incentive of the individual decision maker is determined as a function of the rules, designing a rule requires to understand the impact of the incentives on the decision makers’ behavior. The students will see how game-theoretical concepts are applied to the real-life examples in the areas such as public economics, market design, political economy, social choice and voting.</p>
授業の到達目標 Objectives
<p>Each student is expected to give a pitch at the end of the course. A proposal based on an original idea of game-theoretical analysis should be presented, using the analytical tools studied during the course. By the end, students are expected to be confident in applying the concepts acquired in the course to practical examples. Class participation has a heavy weight in the evaluation and all students are expected to actively participate in class discussions.</p>
事前・事後学習の内容 Preparation and Review
<p>Basic knowledge in linear algebra and analysis is necessary. Some fundamental knowledge in microeconomics would be helpful, but not required.</p>
授業計画 Course Schedule
<p>6/12/2019 Introduction 6/12/2019 Game Theory 1: Normal-form games 6/19/2019 Game Theory 2: Extensive-form games 6/19/2019 Game Theory 3: Asymmetric information</p>

6/26/2019 Economic application 1: Public good provision		
6/26/2019 Economic application 2: Commitment		
7/3/2019 Students' presentation		
7/3/2019 Market design: auction, matching		
7/10/2019 Social Choice Theory		
7/10/2019 Political Economy 1: Voting		
7/17/2019 Political Economy 2: Institutional design		
7/17/2019 Political Economy 3: Collective decision making		
7/24/2019 Pitch 1		
7/24/2019 Pitch 2		
7/31/2019 Review session		
教科書 Textbook(s)		
Martin Osborne "An Introduction to Game Theory" (2002) Oxford U Press.		
Thomas Schelling "Strategy of Conflict" (1960) Oxford U Press.		
参考文献 Reference Book(s)		
Robert Gibbons "Game Theory for Applied Economists" (1992) Princeton U Press.		
David Kreps "Game Theory and Economic Modelling" (1990) Oxford U Press.		
成績評価方法 Evaluation		
	割合 Percent(%)	評価基準 Description
試験 Examination(s)	%	
レポート Report(s)	30 %	Report about the pitch
平常点評価 Class Participation	40 %	Class participation and presentation
その他 Other	30 %	Pitch
備考・関連 URL Note		