

# ECO316 H1S: Applied Game Theory

Department of Economics

University of Toronto

Summer 2022

**Instructor:** Alex Ballyk

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**Teaching Assistant:** Frederik Dufour

**Lectures:** Tues and Thurs 10:10am – 12:00pm, [LM161](#)

**Tutorials:** Tues and Thurs 12:10pm – 1:00pm, [LM161](#)

**Instructor Office Hours:** Wed 9:00am-11:00am, GE213

**TA Office Hours:** Mon 10:00am-11:30am, GE213

## 1. Course Description

Game theory is a field of economics that provides mathematical tools to model and analyze strategic interactions between decisionmakers, such as consumers, firms, and governments. This course provides an introduction to game theory with particular emphasis on its “real-world” applications. We will learn some core concepts of game theory and use them to explain economic, social, and political phenomena. By the end of course, you will be able to

- Identify and classify the types of games
- Use appropriate tools to solve different forms of games
- Follow logical arguments and apply the strategic reasoning to analyze real life examples

## 2. Course Website

I will post lecture slides, problem sets, and announcements on Quercus. Please check it regularly.

## 3. Prerequisites

You must have taken one of ECO200Y1, ECO204Y1 or ECO206Y1 prior to taking this course. This course also uses basic calculus and probability theory (e.g., derivatives, integration and probability distributions).

You can take only one (NOT both) of ECO316 and ECO326.

- ECO316 and ECO326 are exclusions for each other – that means you cannot take both courses towards your degree.

- ECO316 cannot be counted towards any program that requires ECO326. In other words, if you need to take ECO326 for your program, you cannot take ECO316.

#### 4. Optional Textbook

I will endeavour to keep the course self-contained: I will strive to make lecture slides thorough, and to provide plenty of practice problems (via problem sets, additional problems and sample exam questions). However, the course content is based on chapters from the following textbook:

*An Introduction to Game Theory* by Martin J. Osborne (Oxford University Press, New York, 2003), ISBN-13: 978-0195128956

If you so desire, you may refer to the textbook to read more on material covered in lectures, and to seek additional practice problems (although the problem set problems and other problems I post will likely be most similar to those that you will see on exams).

#### 5. Evaluation

Your final grade will depend on **Problem Sets and Syllabus Quiz** (10%), a **Midterm Exam** (35%) and a **Final Exam** (55%).

The **Problem Sets** (of which there are 10) and **Syllabus Quiz** (of which there is one) are each worth 1% of your final course grade. Of these 11 assessments, the grade from the assessment where you scored the lowest will be dropped. The purpose of dropping the lowest grade is to accommodate situations where a student is unable to complete a problem set or the syllabus quiz for reasons beyond their control. As a result, no make-ups or extensions will be offered for problem sets or the syllabus quiz.

The problem sets will be graded on a completion basis (0/1 = incomplete, 0.5/1 = attempted some problems, 1/1 = attempted all problems). They will be posted on Quercus and must be submitted via Quercus by 10am on the day they are due (see the final Section of the syllabus for due dates), after which solutions will be posted. Given that the problem sets are graded on a completion basis, and that the lowest problem set/syllabus quiz mark is dropped, late problem sets will not be accepted. If you are unable to fully complete a problem set prior to the deadline, submitting a partially-complete problem set will earn you at least partial points. You may collaborate with classmates on the problem sets, but you must submit them individually.

The open-book syllabus quiz tests your knowledge of the content of the course syllabus you are currently reading! It will be administered via Quercus and is due by 10am on July 7<sup>th</sup>. You have unlimited time to complete it, conditional on submitting it before that due date/time.

The **Midterm Exam** will take place on **July 26<sup>th</sup>** from **10:10am – 12:00pm**, in the following rooms in Wilson Hall – New College: **WI 1016 and WI 1017**. *Please note the difference in location relative to the regular classroom.* Students will be split alphabetically between the two rooms; the exact alphabetical split will be communicated several days before the day of the midterm. All material from the first six lectures is eligible to be covered on the midterm.

The **Final Exam** will take place during the final exam period scheduled by the university. It will be a 3-hour cumulative exam with an emphasis on material covered after the midterm.

#### 6. Tutorials

Tutorials will take place immediately after lectures, in the same classroom. There will be no tutorial after the first lecture (July 5<sup>th</sup>) or after lecture 7 (July 28<sup>th</sup>). In tutorials, your TA will work through a combination of (1) at least one problem not included in the most recently-submitted problem set, and (2) at least one problem set problem. Tutorial attendance is strongly recommended as it serves as excellent preparation for exams.

## 7. Missed Term Work

- a. **Midterm:** The accommodation for missing the midterm is that the weight of the midterm will be shifted to the final exam. However, to qualify for this re-weighting, you must:
  - i. Record your absence through the online absence declaration tool on ACORN
  - ii. Email the course instructor no later than the start of the test and include your absence declaration as a receipt
- b. **Final exam:** If you miss the final exam, you can submit a petition to defer it. See more information on how to do so here: <https://www.artsci.utoronto.ca/current/faculty-registrar/petitions/deferred-exams>.

## 8. Regrading Policy

If you believe there has been an error in the grading of your exam, you may request a regrade. A regrade request form will open several days after grades have been returned and will close several days later. Regrade requests must be submitted prior to the form closing; late requests will not be accepted. Your request must include a detailed rationale for why more marks are merited, and while your request may be specific to a given question, the entire exam may be regraded and your grade can go up or down.

## 9. Religious Accommodation

As a student at the University of Toronto, you are part of a diverse community that welcomes and includes students and faculty from a wide range of backgrounds, cultural traditions, and spiritual beliefs. For my part, I will make every reasonable effort to avoid scheduling tests, examinations, or other compulsory activities on religious holy days not captured by statutory holidays. Further to University Policy, if you anticipate being absent from class or missing a major course activity (like a test, or in-class assignment) due to a religious observance, please let me know as early in the course as possible, and with sufficient notice (at least two to three weeks), so that we can work together to make alternate arrangements.

## 10. Learning Disability Accommodation Requirement

Students with diverse learning styles and needs are welcome in this course. If you have an acute or ongoing disability issue or accommodation need, you should register with Accessibility Services (AS) ([accessibility.utoronto.ca](http://accessibility.utoronto.ca)) at the beginning of the academic year. Without registration, you will not be able to verify your situation with your instructors, and instructors will not be advised about your accommodation needs. AS will assess your medical situation, develop an accommodation plan with you, and support you in requesting accommodation for your course work. Remember that the process of accommodation is private: AS will not share details of your condition with any instructor, and your instructors will not reveal that you are registered with AS.

## 11. Academic Integrity

All students, faculty and staff are expected to follow the University's guidelines and policies on academic integrity. For students, this means following the standards of academic honesty when writing assignments, collaborating with fellow students, and writing tests and exams. Ensure that the work you submit for grading represents your own honest efforts. Plagiarism—representing someone else's work as your own or submitting work that you have previously submitted for marks in another class or program—is a serious offence that can result in sanctions. Speak to me or your TA for advice on anything that you find unclear. To learn more about how to cite and use source material appropriately and for other writing support, see the U of T writing support website at [www.writing.utoronto.ca/](http://www.writing.utoronto.ca/). Consult the Code of Behaviour on Academic Matters for a complete outline of the University's policy and expectations. For more information, please see <http://www.artsci.utoronto.ca/osai> and <http://academicintegrity.utoronto.ca/>.

We are committed in providing the best learning experience possible and accommodate the needs of this difficult time, but at the same time we want to guarantee fairness in the evaluation. Therefore we will pursue at the full extent of UofT policies any case of infringement of the academic integrity guidelines.

## 12. Course Schedule

Lecture	Date	Topic	Textbook Chapters*	Assigned**	Due (by 10am)
1***	5-Jul	Strategic games, Nash equilibrium	1, 2.1-2.7	Syllabus quiz, PS1	-
2	7-Jul	Best response, firm competition	2.8, 3.1-3.2	PS2	Syllabus quiz, PS1
3	12-Jul	Hotelling's model, electoral competition	3.3	PS3	PS2
4	14-Jul	Mixed strategy Nash equilibrium	4.1-4.3, 4.5	PS4	PS3
5	19-Jul	Expert Diagnosis, Volunteer's Dilemma	4.6, 4.8	PS5	PS4
6	21-Jul	Rationality, strict dominance	2.9	PS6	PS5
-	23-Jul	-	-	-	PS6
-	26-Jul	<i>Midterm</i>	-	-	-
7***	28-Jul	Extensive games	5.1-5.5	PS7	-
8	2-Aug	Stackelberg duopoly, ultimatum game	6.1-6.2	PS8	PS7
9	4-Aug	Auctions	3.5, 9.6	PS9	PS8
10	9-Aug	Repeated games, collusion	14.1-14.2	PS10	PS9
11	11-Aug	Games with imperfect information	10.1-10.5, 10.7	-	PS10

\* Reminder: the textbook is optional.

\*\* "PS" = "Problem Set"

\*\*\* No tutorial after these lectures.