# Course outline for Microeconomic Theory I, unit 1 (Economics 2030)

**Winter 2011**

Instructor: Martin J. Osborne.

Monday and Wednesday 9:10 – 11:00.

Course website: http://www.economics.utoronto.ca/osborne/2030

This course is designed (a) to equip students who do not intend to pursue research in economic theory with the main game-theoretic tools used in contemporary economics, and (b) to provide students who plan to pursue research in economic theory a solid grounding in game theory.

The text is

Martin J. Osborne and Ariel Rubinstein, *A course in game theory* (MIT Press, 1994)

(The website for the book has a list of typos and other information you may find useful.)

If you have no background in game theory, you may also find useful my lower-level book *An introduction to game theory* (Oxford University Press, New York, 2004).

## Topics

- Nash equilibrium (Ch. 2 through 2.5)
- Mixed strategy equilibrium (Ch. 3 through 3.3)
- Bayesian games (2.6)
- Extensive games with perfect information (Ch. 6)
- Bargaining games (Chs. 7 and 15)
- Repeated games (Ch. 8)
- Extensive games with imperfect information (Chs. 11 and 12)

## Problem Sets

The only way to learn analytical material is to do problems! I will assign problems after most classes. These problems will be taken up in Tutorial Sessions (times to be arranged).

## Assessment

Your grade will be based on the final examination, which will be held Monday, February 28 from 9:10am to 11am.

Your grade in Eco 2030 will be the average of your grades in this unit and unit 2.

## Contacting me

Office hours: Fridays 2:10pm – 4pm.

Consult [this page](#) for my address.