



蘇州大學
Soochow University

ECO 200 Game Theory and Strategic Thinking

Summer 2024

Course Credits: 4

Contact Hours: 56 hours

Instructor: TBA

Email: TBA

COURSE OBJECTIVES

This course explores the fundamental concepts and methodologies of game theory, demonstrating their application in economics and fostering strategic thinking skills among decision-makers. Students will engage with key theoretical frameworks, analyze real-world scenarios, and develop a comprehensive understanding of strategic decision-making.

Upon completion of this course, students will be able to:

1. Understand the foundational principles of game theory.
2. Apply game theory concepts to economic scenarios.
3. Cultivate strategic thinking skills for effective decision-making.
4. Analyze and interpret strategic interactions in various contexts.
5. Develop strategic thinking skills to make informed choices in complex economic situations.

PREREQUISITES

ECO 110 Microeconomics

GRADING

Grades will be determined by accumulating points, with 100 points being the maximum, as follows:

ITEM	POINTS
2 Assignments	20 Points
2 Quizzes	20 Points



Midterm Exam	30 Points
Final Exam	30 Points
Total	100 Points

Late submissions will be graded at the end of the course. Grades will be assigned according to the following rule:

$$A \geq 90 > B \geq 80 > C \geq 70 > D \geq 60 > F.$$

We reserve the right to make adjustments to the overall grading policy.

COURSE MATERIALS

Required Texts:

1. Steven Tadelis, *Game Theory: An Introduction*, 2013, Princeton University Press.
2. Robert Gibbons, *Game Theory for Applied Economics*, 1992, Princeton University Press.

Recommended (Optional) Texts or Other Materials:

None

COURSE TOPICS

MODULE	TASKS
Module 1	<p>Topics: Topic 1: Introduction to Strategic Thinking Topic 2: Basic Concepts of Game Theory Topic 3: Extensive-Form Games: Topic 4: Strategic Decision-Making Frameworks</p> <p>Assessments: Assignment # 1</p>
Module 2	<p>Topics: Topic 5: Nash equilibrium Topic 6: Mixed Strategies Topic 7: Repeated Games Topic 8: Cooperative Game Theory</p> <p>Assessments: Quiz # 1</p>



Module 3	Topics: Topic 9: Game Theory in Market Competition Topic 10: Game Theory in International Trade Topic 11: Mechanism Design Topic 12: Auction Theory Assessments: Midterm Exam
Module 4	Topics: Topic 13: Strategic Thinking in Business Topic 14: Competitive strategy analysis Topic 15: Game-theoretic Approaches in Business Decisions Topic 16: Behavioral Game Theory Assessments: Assignment # 2
Module 5	Topics: Topic 17: Psychological factors in decision-making Topic 18: Strategic Thinking in Negotiations Topic 19: Strategic Decision-making and Social Choice Topic 20: Ethical Considerations in Strategic Decision-Making Assessments: Quiz # 2 Final Exam

ATTENDANCE

1) Class attendance is required. Missing classes without permission will lead to decrease in overall grade.

Missing less than two classes: no penalty.

Missing more than two classes: 7% will be taken off from the overall grade.

If the instructor reports a student's frequent missing of class to the Soochow University Academic Administration Office, the student might get a written warning and might be prohibited from attending final exam.

2) Participants in this course are expected to arrive in class promptly and adequately prepared. The primary objective of this course is to critically engage with the readings and the subject matter. Therefore, course participants are expected to have completed the reading prior to class and prepare thoughtful reflections/commentaries to share with fellow colleagues.



LEARNING REQUIREMENTS

- 1) Late assignments are not acceptable and are subjected to grade deductions.
- 2) Assignments submitted in the wrong format will be counted as not submitted.
- 3) Failure to submit or fulfill any required course component results in failure of the class.
- 4) Make-up for midterm and final exams only with valid excuses, as defined by the University.
- 5) In order to earn a Certificate of Completion, participants must thoughtfully complete all assignments by stated deadlines and earn an average quiz score of 50% or greater.

TECHNOLOGY POLICY

The use of electronic devices in class is distracting, both for the user and for the rest of the class. Only non-programmable calculators can be used in the tests and exam. Any attempts to use cell phones and other electronic communication devices will be seemed as cheating. Laptops are discouraged, unless you use them for activities DIRECTLY related to the course (e.g., note taking, reading course documents).

ACADEMIC INTEGRITY POLICY

Soochow University highly values the academic integrity and aims to promote the academic fairness, honesty and responsibility. Any academic dishonesty behaviors and any attempts to cheats and plagiarism will be reported to the university administration office. A written warning and the relevant penalties will be imposed. The record might be shown on the official university transcript.

DISABILITY ACCOMMODATION

Soochow University is committed to maintaining a barrier-free environment so that students with disabilities can fully access programs, courses, services, and activities at Soochow University. Students with disabilities who require accommodations for access to and/or participation in this course are welcome.

Note:

Please contact the University Administrative Office immediately if you have a



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learning disability, a medical issue, or any other type of problem that prevents professors from seeing you have learned the course material.