Economics 321-Applied Game Theory  
Rutgers University-Camden  
Fall 2019 Syllabus  

Prof. John Smith  
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Office Hours: Mondays 4:30-5:30 PM, Tuesdays 11:30 AM-12:30 PM, or by appointment.¹  
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Time: Mondays 6:00-8:50 PM  
Location: 207 Armitage  
Website: https://sakai.rutgers.edu/portal/site/fca6d4b4-d7fa-49d0-b08e-9fee1f0d358d  
(or follow the link from http://crab.rutgers.edu/~smithj)  

Textbook: Games of Strategy by Avinash Dixit, David Reiley and Susan Skeath, 3rd edition.  

This class is designed to improve your understanding of the strategic situations ranging from what you face every day to the strategic interaction between nations.  

Prerequisites: High School Algebra. It is not assumed that you have taken Economics 361.  

How is this class related to Economics 361? Economics 361 focuses on the theory of games. This class focuses on the interpretation and application of the theory. Neither is a prerequisite for the other.  

Academic integrity violations are serious matters and will be handled in accordance with Rutgers University Policy. For more information, visit https://academicintegrity.rutgers.edu.  

Students with disabilities should contact the Rutgers-Camden Office of Disability Services (ODS). For more information, visit http://learn.camden.rutgers.edu/disability-services. Accommodations will be made in accordance with Rutgers University Policy.  

I only accept email attachments in pdf format.  

Lecture notes will be posted on the course website after every class meeting.  

Review sessions will be given in class before every exam.  

¹ I will be in my office most days. Just send me an email to make sure.  
² While I will respond as soon as possible, do not expect an instant response.
Participation in an experiment will account for 5% of your grade.

The class participation portion of the grade will be determined by classroom behavior. Constructive comments or questions will lead to a higher grade. Distractions, such as taking during class or use of any electronic device during class, will lead to a lower grade.

If you are not able to purchase the textbook, it will be reserve in the library. It is available for a limited time at the Circulation Desk.

**Grading:**

Problem Sets: 10%
Participation in experiment: 5%
Class participation: 5%

Maximum of the following:
* Best 2 of 3 Midterms: 30%
* All 25 Quizzes: 20%
* Final: 30%

or

* All Three Midterms: 40%
* All 25 Quizzes: 20%
* Final: 20%

or

* Best 2 of 3 Midterms: 30%
* Best 20 of 25 Quizzes: 15%
* Final: 35%

or

* All Three Midterms: 40%
* Best 20 of 25 Quizzes: 15%
* Final: 25%

You are advised against attempting to calculate your grade. The best advice is to work as hard as possible throughout the entire semester.

There are no makeup midterms for any reason. If you miss a midterm then this will count as your lowest exam. Midterms will be given in class on **September 30, October 21, and November 18**

The Final Exam is on **December 9, during class.**

Twenty-five in-class quizzes will be given. These quizzes will be given at the beginning, the middle, or the end of class. There are no makeup quizzes for any reason, including arriving late or leaving early. If you miss a quiz then you will receive a score of zero. However, up to 5 quizzes may not count towards your grade. Quizzes are designed to test
basic comprehension and will only take a few minutes. Notes taken during class can be
used during the quiz.

Exams require the use of a pencil. It is the responsibility of the student to bring their own
pencil to exams. Quizzes require the use of a pencil or a pen. It is the responsibility of the
student to bring their own pencil or pen to every class.

Schedule

September 9 (Quizzes 1 and 2)
Lecture 1
Chapter 1: Basic Ideas and Examples
Lecture 2
Chapter 2: How to Think About Strategic Games

September 16 (Quizzes 3, 4, and 5)
Lecture 3
Chapter 3: Games with Sequential Moves
Lecture 4
Chapter 4: Simultaneous-Move Games with Pure Strategies I: Discrete Strategies

September 23 (Quizzes 6, 7, and 8)
Lectures 5 and 6
Chapter 4: Simultaneous-Move Games with Pure Strategies I: Discrete Strategies
Chapter 5: Simultaneous-Move Games with Pure Strategies II: Continuous Strategies and
III: Discussion and Evidence

September 30
First Midterm Review
First Midterm

October 7 (Quizzes 9 and 10)
Lecture 7
Chapter 6: Combining Sequential and Simultaneous Moves
Lecture 8
Chapter 7: Simultaneous-Move Games with Mixed Strategies I: Two-by-Two Games

October 14 (Quizzes 11, 12, and 13)
Lecture 9
Chapter 7: Simultaneous-Move Games with Mixed Strategies I: Two-by-Two Games
Lecture 10
Chapter 8: Simultaneous-Move Games with Mixed Strategies II: Some General Theory

October 21
Second Midterm Review
Second Midterm
October 28 (Quizzes 14 and 15)
Lecture 11
Chapter 9: Uncertainty and Information
Lecture 12
Chapter 9: Uncertainty and Information

November 4 (Quizzes 16, 17, and 18)
Lectures 13 and 14
Chapter 10: Strategic Moves

November 11 (Quizzes 19, 20 and 21)
Lectures 15 and 16
Chapter 11: Prisoner’s Dilemma and Repeated Games

November 18
Third Midterm Review
Third Midterm

November 25 (Quizzes 22 and 23)
Lecture 17
Chapter 12: Collective-Action Games
Lecture 18
Chapter 13: Evolutionary Games

December 2 (Quizzes 24 and 25)
Lecture 19
Chapter 17: Bidding Strategy and Auction Design
Final Exam Review

December 9
Final Exam