

University Paris-Panthéon-Assas

Intermediate Microeconomics - Game Theory

Part I: Game Theory

Spring term 2025

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3 Lectures of 4h with integrated problem-set session (cours-TD)

CMI: Thursday, 14h-18h, Salle 401, Centre Assas

Collège d'Économie: Friday, 8h-12h, Salle 315, Centre Assas

Session 1.

Classical economics, neoclassical economics, microeconomics, partial equilibrium analysis, general equilibrium analysis, game theory, decisions theory - Where do these areas of economic theory originate historically? And what is the methodological difference between them?

Session 2. Game Theory: A review of the basic concepts: players, strategy sets, payoff function, games in "normal" or "strategic" form, represented by a matrix; strictly and weakly dominated strategies, the concept of "best response"; Nash equilibrium in pure strategies.

Session 3. Nash equilibrium in "mixed" strategies.

Evaluation of this course is based on short written assignments during the sessions.

Literature

Maschler, Michael, Eilon Solan and Shmuel Zamir. 2013. Chapters 4 and 5 in: *Game Theory*. Cambridge University Press.