



UNIVERSITÀ DEGLI STUDI DI PALERMO

DEPARTMENT	Scienze Economiche, Aziendali e Statistiche		
ACADEMIC YEAR	2015/2016		
MASTER'S DEGREE (MSC)	BUSINESS ECONOMIC SCIENCES		
SUBJECT	GAME THEORY		
TYPE OF EDUCATIONAL ACTIVITY	B		
AMBIT	50586-Economico		
CODE	18132		
SCIENTIFIC SECTOR(S)	SECS-P/01		
HEAD PROFESSOR(S)	MODICA SALVATORE	Professore Ordinario	Univ. di PALERMO
OTHER PROFESSOR(S)			
CREDITS	6		
INDIVIDUAL STUDY (Hrs)	108		
COURSE ACTIVITY (Hrs)	42		
PROPAEDEUTICAL SUBJECTS			
MUTUALIZATION			
YEAR	1		
TERM (SEMESTER)	1° semester		
ATTENDANCE	Not mandatory		
EVALUATION	Out of 30		
TEACHER OFFICE HOURS	MODICA SALVATORE Monday 13:00 14:00 Wednesday 13:00 14:00 Friday 13:00 14:00		

DOCENTE: Prof. SALVATORE MODICA

PREREQUISITES	
LEARNING OUTCOMES	Working knowledge of the basic models of Game Theory Ability to apply the above to business environments where strategic interaction plays a role Ability to solve problems from widely adopted textbook of basic Game Theory
ASSESSMENT METHODS	Written exam, plus oral discussion if needed
EDUCATIONAL OBJECTIVES	Aim of the course is to provide the basis of Decision and Game Theory and study main applications in business environment - from decisions in committees to contract between firms and organization of work within firms
TEACHING METHODS	Lectures 30 h Classes 12 h
SUGGESTED BIBLIOGRAPHY	Wakker, Prospect Theory, Cambridge University Press Osborne-Rubinstein, A Course in Game Theory Osborne, Introduction to Game Theory Fudenberg-Tirole, Game Theory Dixit-Nalebuff, Thinking Strategically Dixit-Skeath, Games of Strategy Laffont-Martimort, The Theory of Incentives, Princeton University Press

SYLLABUS

Hrs	Frontal teaching
30	Expected Utility Theory (4); Games in Strategic Form (4); Nash Equilibrium and refinements (4); Games in Extensive Form (4); Subgame Perfect and Sequential Equilibrium (6); Cooperative Games and Shapley Value (4); The Principal-Agent Model (4)
Hrs	Practice
12	Classes on lecture topics