STUDY CIRCLE IN GAME THEORY
AUTUMN 2014

The study circle will follow the MIT graduate course *Game Theory with Engineering Applications*. The course material is freely available at: `http://tinyurl.com/gametheoryht14`.

Format:	Weekly meetings where we discuss the material and solutions to exercises in the course books. One exercise session for each assignment. A couple of guest lectures with BoB.
Examiner:	Bo Bernhardsson (bob@control.lth.se).
Examination:	The examination consists of five assignments and a project in the end of the course. The assignments are the ones given at the course's official homepage, and you are supposed both to hand in your solutions and be able to explain your solutions to the group at the exercise sessions. In the project you will read an article/book chapter of your own interest, maybe something related to your own research, and give a presentation about the topic to the rest of the group.
Course literature:	The main text is the book *Fudenberg, Drew, and Jean Tirole. Game Theory. Cambridge, MA: MIT Press, 1991. ISBN: 9780262061414.* However, other sources will be used as well. For a complete list of literature, see the official homepage. Recommended readings for each lecture are specified in the lecture notes. We will try to collect course material in `/home/gustav/gametheory`.

Preliminary schedule:

Week	Lectures	Assingment	Fudenberg and Tirole
36 (1 sep - 7 sep)	1,2		1
37 (8 sep - 14 sep)	3,4		1, 2
38 (15 sep - 21 sep)	5,6	1	12.2, 12.3
39 (22 sep - 28 sep)	7,8		12.3
40 (29 sep - 5 oct)	9,10	2	
41 (6 oct - 12 oct)	11,12		3, 4.1, 4.2
42 (13 oct - 19 oct)	13,14	3	4.1-4.4
43 (20 oct - 26 oct)	15,16		5.1, 5.5
44 (27 oct - 2 nov)	17,18	4	6.1-6.5
45 (3 nov - 9 nov)	Differential game theory (BoB)		
46 (10 nov - 16 nov)	Differential game theory (BoB)	5	
47 (17 nov - 23 nov)	Project		
48 (24 nov - 30 nov)	Project	Differential game theory ?	