

# Study Circle in Game Theory

HT 14

August 21, 2014

# Format

- ▶ Study circle - No lecturer
- ▶ Will follow the MIT course Game Theory with Engineering Applications ( $\Rightarrow$  show)
- ▶ (almost) NO LECTURES!
- ▶ Discussion sessions once every week, suggestions?
- ▶ Exercise sessions - Mandatory!
- ▶ Project - Mandatory!
- ▶ Course program

# Examination

- ▶ 5 or 6 assignments - handed in and presented at exercise sessions (every second week), examiner present
- ▶ Assignments available at the official course web page
- ▶ Project - oral presentation in the end of topic of interest
- ▶ Credits - still not decided (6-9 HP?)

# Examiner

Professor Bo Bernhardsson  
bob@control.lth.se



# Literature

- ▶ Fudenberg, Drew, and Jean Tirole. Game Theory. Cambridge, MA: MIT Press, 1991. ISBN: 9780262061414.
- ▶ Lecture slides at official course web page.
- ▶ Other sources will be used as well.
- ▶ Material available in `/home/gustav/gametheory` -  
Non-control participants, contact `gustav@control.lth.se`.

# Mailinglist

- ▶ [gametheory.dis@control.lth.se](mailto:gametheory.dis@control.lth.se)
- ▶ Everyone can send to the list
- ▶ If you want to be added (or removed) contact [gustav@control.lth.se](mailto:gustav@control.lth.se).

## Course web page @ control

- ▶ Will try to keep it updated with information on what happens in the course
- ▶ Collect links to additional material
- ▶ Feel free to contribute

# Schedule

- ▶ Try to keep the same time slots every week
- ▶ Discussion session - once every week - doodle!
- ▶ Exercise session - once every other week - doodle!