ECO2007S:
Economics of Cooperation and Competition

Instructor Information
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Course Objectives

This is an introductory course in Game Theory. Invented by the mathematicians, John Von Neumann and Oskar Morgenstern in their "Theory of Games and Economic Behavior" in 1944, Game Theory has since developed into one of the main fields of modern day microeconomics. Game Theory extends the analysis of behaviour to *strategic* settings. In other words, it is the study of interactions between entities and how those interactions shape outcomes.

For the purposes of this course, the "entities" that are interacting will be both humans and populations of humans.

You will learn that the job market is much like a poker game. That many types of economic problems can be understood as essentially the same as a game of warfare. That these same types of problems can be converted to different games with more cooperative outcomes. And some competing theories of why humans are a cooperative species.

Course Assessments

- Weekly quizzes (30%)
  - Day: Fridays
  - Time: 12.00-12.30
  - Venue: New Lecture Theatre
  - First quiz: 7 August
  - Duration: 30 minutes
  - Number of quizzes: 10
  - Format: 5 multiple choice and 5 written
- Test (20%)
  - Date: 7 October
  - Time: 18.00-19.30
  - Venues: TBC
  - Duration: 90 minutes
  - Format: 10 multiple choice (30 marks) 2 written (40 marks)
- Final exam: 50%

Tutorials

- Released weekly on a Friday
- Solutions posted the next Monday
- Not graded

Hotseats

- Day: Wednesdays
- Time: 9.00-10.45 and 11.00-11.45
- Venues: same as lecture venues

Lecture recordings

- Released every two weeks
- This frequency depends on attendance
- If attendance drops below 90%, the frequency interval will get longer