"Rules of the Game" for for Grading and Sections *

Ruqing Xu

Spring 2025

1   Office hours and contact

- Wednesdays 15:00 – 16:00 (after lecture), Fridays 12:15 – 13:15 (before section)

- Uris 429

- rx24@cornell.edu

2   Sections

- Friday 13:25 – 14:40

- Rockefeller Hall 112

The first half of the sections will be a review & digestion of recent lecture materials. In the previous year, students tend to find this portion very helpful. The second half of the sections will be problem-solving. Problems will come from past Q exams, problem sets, and finals. To cover more problems in limited time, I may only solve part of a long problem and give an overview for the rest of the solutions. You are responsible for your own learning to solve them after class. After section, I will upload a typed solution of the problems covered that day to Canvas. The goal of the section is to familiarize you with Q exam-level questions as well as to cultivate general maturity in solving game theory problems.

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*Based on "TA's Addendum to the Syllabus for ECON 6110: "Rules of the Game" for Grading and Sections" by Ryan Dycus, the TA for the class in Spring 2022.

3   Grading

Problem sets submissions may be typed (strongly preferred) or handwritten. If handwritten, please ensure your submission is legible (including text, Greek letters, and math). **Illegible submissions will not be graded.** You are encouraged to work with your peers but you have to write your own solutions. All problem sets are to be submitted electronically as a PDF in Canvas.

Problem sets will be graded generously. The best way to learn from doing problem sets is to work and discuss until you feel confident about your answers when you submit them. If you still have unsolved questions, feel free to highlight them in red when you submit the problem set so I can answer them (as opposed to trying to hide them).

Midterm and final exams will be graded strictly. In particular, I do not give out "attempt points."