# Timeline

### 1:10-1:20 (10 minutes) lead by Linfeng and Chen

* **Introduction and Author Overview**
  + Schelling
  + Camerer
  + Easley, D.
  + Kleinberg, J.
  + There are several Nobel prizes for work in Game Theory
* **Learning Goals**
  + Being able to represent strategic situations as games
  + Identify strategies
  + Strategy profiles and payoffs
  + Identify common classes of games (cooperation, coordination, zero-sum)
  + Solve games using iterated deletion of strictly dominated strategies
  + Solve games using Nash equilibrium
  + Become aware of Nash existence theorem (NE exists but might need mixed strategies)
  + Many other classes of games we don’t study – extensive form or dynamic games

### 1:20-1:50 (30 minutes) lead by Tanya (Linfeng and Chen)

* **A short game about the Game Theory:**
  + ‘Guess the number’
* **Some important Games**
  + Zero-Sum Games
  + Battle of the Sexes (a coordination game)
  + Chicken or Hawk versus Dove (an anti-coordination game)
  + Prisoner’s Dilemma (a cooperation game)
* Answer questions about the structure of these Games

### 1:50-2:20 (30 minutes) lead by Tanya

* **Lecture based on "Networks, Crowds, and Markets"**
  + Solution concept: **Iterated Deletion**

### 2:20-2:30 (10 minutes)

* Break

### 2:30-2:50 (20 minutes) lead by Tanya

* **Lecture based on "Networks, Crowds, and Markets", continued.** 
  + Solution concept: **Nash Equilibrium**

### 2:50-3:10 (20 minutes) lead by Tanya

* **Tacit Coordination Games**, an example with **7 equilibria**.
  + Solve and explain

### 3:10-3:30 (20 minutes) lead by Tanya (Linfeng and Chen)

* **Discussion about ‘Behavioral Game Theory’**

### 3:30-3:40 (10 minutes) lead by Linfeng and Chen

* **Lecture and Discussion about ‘Bargaining, Communication, and Limited War’**

### 3:40-3:50 (10 minutes) lead by Linfeng and Chen

* Open Question

### 3:50-4:00 (10 minutes) lead by Linfeng and Chen

* Reflection