# Learning Goals

* Shelling: contexts of decision making in general
* Easley and Kleinberg: formalization of Game Theory
* Camerer:
  + Experimentalist’s prescriptive for explaining why behavior does not conform to analytical game theory;
  + (Open for discussion): psychological and other possible channels?

# Timeline

### 1:10pm to 1:20pm (10 minutes):

* Introduction and Author Overview
  + Easley, D.
  + Kleinberg, J.
  + Schelling
  + Camerer
* Learning Goals

### 1:20 to 1:30 (10 minutes)

* Discuss general questions post on G-drive?

### 1:30 to 1:50 (20 minutes)

* General context of game theory:
  + Communication and information
  + Corporative and non-corporative games
* Shelling’s piece kicks in:
  + Simplify payoff structure when unable to communicate
  + Simplify action profile: unilateral known actions;

### 1:50 to 2:30 (40 minutes)

* Animated video on Game theory: <https://www.youtube.com/watch?v=3Y1WpytiHKE>  
  (3:58)
* Lecture by Tanya **& Discussion:** Game theory intro.

### 2:30 to 2:40 (10 minutes)

* Break.

### 2:40 to 3:00 (20 minutes)

* Application or “lab in the class”
* Or, an experiment?

### 3:00 to 3:30 (30 minutes)

* On Behavioral Economics, discussion or lecture?

### 3:30 to 3:50 (20 minutes)

* Open discussion
* Q&A

### 3:50 to 4:00 (10 minutes)

* Reflection