**How to Teach a Class to Grade Itself Project Abstract**

In this project, we set out to create an efficient mechanism for grading the multitude of papers in MOOCs using a peer grading system based on Game Theory and Mechanism design. To do this, we create a benchmark function and a model that we use to simulate the dominant strategy behavior of students in the mechanisms we design. By analyzing the output of the benchmark function, which takes a look at the happiness of students in a risk-neutral environment and the accuracy of the grades that the students assign their peers, we are able to compare our mechanism to that of systems in use in online courses such as those found on EdX and Coursera.