**How to Teach a Class to Grade Itself Executive Summary**

This project focuses on the development of an efficient system for peer grading in online courses. It explains the motivation behind solving an issue such as this, and explains the tools needed to do so, primarily Game Theory and Mechanism Design. The project further focuses on what it takes to design an efficient mechanism in Game Theory, and the equations that were created to test mechanisms such as this. Also explored are the mechanisms created so far, the reasoning behind them, and why they work or don’t work. To do this, systems such as Courseara and Edx are analyzed, and their grading methods taken into account and review. New ones are then created through the use of the aforementioned game theory and mechanism design