An introduction to game theory and strategic thinking. Ideas such as dominance, backward induction, Nash equilibrium, evolutionary stability, commitment, credibility, asymmetric information, adverse selection, and signaling are applied to games played in class and to examples drawn from economics, politics, the movies, and elsewhere.

After introductory microeconomics. No prior knowledge of game theory assumed.

**Semester offered:** Spring

**Undergrad Course Category:** Methodology

**Course Description:** Course Description

**Prerequisite List:** Only intro micro as prerequisite

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