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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