

Advanced Game Theory

**ECTS : 3**

**Description du contenu de l'enseignement :**

The course is divided into two parts.

The first part is devoted to so-called “noncooperative games” and concentrates on multistage games with incomplete information played by Bayesian players. The agents’ rationality is analyzed through various solution concepts, capturing backward and/or forward induction. These solution concepts are applied to strategic information transmission and communication.

In the second part, we will first focus on a particular class of games of strategic information transmission, the class of unidimensional cheap talk sender receiver-games, and then introduce recent models on the choice of an information structure by a designer (or principal) for an agent or a set of agents who interact strategically in an asymmetric information setting.

**Compétence à acquérir :**

After having attended the classes, the students will be able to read recent academic papers applying game theory to various area of economics and to make use of game theory in their future research work.

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