

Syllabus

[cmcd.economia@fgv.br]

Course Name: GameTheory

Faculty:

2026 SECOND SEMESTER

COURSE OUTLINE

This is an advanced course in economic theory. We will cover topics in game theory, including bargaining, repeated games, communication, information design, and persuasion in strategic settings.

COURSE PROGRAM

Below is a tentative sequence of topics. We will meet for 14 classes. We will divide the course in lectures given by me and in presentations by students in which we will discuss the papers presented.

1. Introduction
2. Bargaining
3. Repeated Games
4. Cheap Talk
5. Bayesian Persuasion and Information Design
6. Verifiable Information
7. Costly Information Acquisition
8. Dynamic Information Design
9. Applications

Main applications include political economy and digital economics.

BIBLIOGRAPHY

Bibliography will be based on papers, both classic and recent. The complete list of papers will be given in class.

GRADING

Evaluation: Presentations (40%), Research Project (40%), and Participation (20%). Students are required to present one paper from the reading list, to produce a short original research paper or proposal (approximately 10 pages) extending or applying a model covered in the course, and to participate actively in all sessions. Projects will be presented in the final session(s) of the course. The exact format will depend on the number of students enrolled.

Reaval: September.

The final grade will then be given by the grade at the reaval.

CONTACT