

Syllabus

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Course Name: Game Theory

Faculty:

2025 SECOND SEMESTER

COURSE OUTLINE

This is an advanced course in economic theory. We will cover communication, information design, and persuasion in strategic settings.

COURSE PROGRAM

Below is a tentative sequence of topics (a list of relevant papers will be given out in class. Other papers will be added to the list.) There will not be enough time to cover all the papers in this list. The plan is to cover one or at most two papers each class. 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. Cheap Talk
2. Bayesian Persuasion and Information Design
3. Verifiable Information
4. Costly Information Acquisition
5. Design of Credit ratings and Recommender Systems
6. Dynamic Information Design

Main applications include political economy, digital economics, and contract theory.

BIBLIOGRAPHY

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

GRADING

Evaluation: Presentations (70%) and Participation (30%). Students are required to present, participate and write reports on papers that will be assigned in class. The exact details will depend on the number of students enrolled.

Reaval: September.

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

CONTACT