

**Strategy in Law and Business – Law 7930 § 24**  
**Jon Klick**

Class Details  
TR: 8:00 – 9:25  
Room R107

Office Hours  
TR: 1:30-2:30  
Room 315 (644-5714)

**Objective:** This course is an introduction to game theory. By the end of this course, students will be able to set up and solve simultaneous and sequential games involving complete and incomplete information. Broadly speaking, the course will provide students with the tools necessary to analyze strategic interactions systematically.

**Required Text:** Avinash Dixit and Susan Skeath, *Games of Strategy*, 2<sup>nd</sup> edition (New York: W.W. Norton & Company, 2004). ISBN: 0-393-92499-8

**Attendance Policy:** The ABA believes it knows how to allocate your time better than you do, so it mandates an 80 percent minimum attendance policy. Eventually, you will benefit from these kinds of entry restrictions.

**Grading:** Grades will be based entirely on the final exam, which has been scheduled by the law school for April 28, 2006 from 8:30 – 11:30. Exam grades will be curved to meet law school requirements.

**Problem Sets:** As with most methodological tools, it is difficult to learn game theory without setting up and solving games on your own. You will maximize your gain from this course (as well as your course grade) if you work through the problems presented at the end of each chapter. I will also distribute (through Blackboard) periodic problem sets of my own for you to work through. While I will not grade these problem sets, they will be your best guide to what the final will look like, so I strongly recommend that you do the problem sets. If you have difficulty solving any problem, raise the question in class or during office hours.

**Course Schedule:**

**We will generally cover 1 chapter per week. On Tuesday, we will discuss theoretical issues, and on Thursday, we will complete the theoretical discussion and do applications. Please have the chapter read before class on Tuesday.**

January 10: Read Text Chapters 1 (optional), 2 (optional), and 3.  
January 12: Chapter 3 Applications  
January 17: Read Chapter 4  
January 19: Chapter 4 Applications  
January 24: Read Chapter 5  
January 26: Chapter 5 Applications  
January 31: Review of Basics of Game Theory  
February 2: No Class (To be made up with end of semester review)  
February 7: Read Chapter 6  
February 9: Chapter 6 Applications  
February 14: Read Chapter 7  
February 16: Chapter 7 Applications  
February 21: Read Chapter 8  
February 23: Chapter 8 Applications  
February 28: Read Chapter 9  
March 2: Chapter 9 Applications  
March 7: No Class (Spring Break)  
March 9: No Class (Spring Break)  
March 14: Read Chapter 10  
March 16: Chapter 10 Applications

March 21: Read Chapters 11 and 12  
March 23: Chapter 11 and 12 Applications  
March 28: Read Chapter 14  
March 30: Read Chapter 15  
April 4: Chapter 15 Applications  
April 6: Read Chapter 16  
April 11: Chapter 16 Applications  
April 13: Read Chapter 17  
April 18: Chapter 17 Applications  
April 28: Exam 8:30—11:30