

412-3: Rough Schedule, Fall 2020

Date	Who	Wha
Wed Sep 16	MS	“Modern” version of Anscombe-Aumann; Ellsberg Review AA, recast in “functional-analysis” form
Mon Sep 21	MS	Ambiguity: Models MEU & friends, Choquet, Smooth/Segal, VEU
Wed Sep 23	MS	Ambiguity: Dynamic choice Rectangular, Machina, Strotz
Mon Sep 28	MS	Ambiguity: Applications Auctions, Incomplete Contracts, (no) trade results; tournaments?
Wed Sep 30	MS	Ambiguity: Applications Dynamic auctions; asset pricing
Mon Oct 5	MS	Menu Choice DLR, Gul-Pesendorfer
Wed Oct 7	MS	Game Theory: Review of key refinements Perfect and proper, Sequential; proper implies sequential
Mon Oct 12	MS	Game Theory: Stability Kohlberg-Mertens: rubber sphere, stabilities
Wed Oct 14	MS	Game Theory: Hierarchies Basic ideas; Brandenburger-Dekel
Mon Oct 19	MS	Game Theory: Hierarchies Extensions (LPSs, CPSs) and related results (Epstein-Zin?)
Wed Oct 21	MS	Game Theory: Epistemics, static models Epistemic analysis of rationalizability, BRS
Mon Oct 28	MS	Game Theory: Epistemics, forward induction (mainly) RCSBR in complete and incomplete structures; also, BI
Wed Oct 30	MS	Game Theory: Epistemics, incomplete information RCBR, Delta-rationalizability, ICR/IIR (maybe)
Mon Nov 2	MS	Game Theory: Epistemics, static applications Auctions (BS, DW)
Wed Nov 4	MS	Game Theory: Epistemics, static applications Implementation: Bergemann-Morris, Abreu-Mats., Artemov et al.
Mon Nov 9	MS	Game Theory: Epistemics, dynamic applications Dynamic Implementation; RCSBR and delay in bargaining
Wed Nov 11	Students	Student Presentations
Mon Nov 16	Students	Student presentations
Wed Nov 18	Students	Student presentations
Mon Nov 23	Students	(if needed) Student presentations
Nov 25 or 30	Students	(if needed); TG or WCAS respectively

