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## ②國玄東華大學

# 教學計劃表 Syllabus

課程名稱(中文) Course Name in Chinese	賽局理論與經濟應用導論				學年/學期 Academic Year/Semester		114/1
課程名稱(英文) Course Name in English	Introductory Game Theory with Economic Applications						
科目代碼 Course Code	EC33600	系級 Department & Year	學三		開課單位 Course-Offering Department	經濟學系	
修別 Type	學程 Program	學分數/時間 Credit(s)/Hour(s)		3.0/3.0			
授課教師 Instructor	/林慧菁						
先修課程 Prerequisite	/#經濟學原理-個體篇						

### 課程描述 Course Description

賽局在社會科學中之應用相當廣泛,舉凡政治、經濟、產業、管理等各學界皆有運用賽局之範例,本課程將理論與應 用並重,強調賽局理論之邏輯性思維而非艱澀的數學驗證,以培養學生應用賽局理論來設計經濟模型及解釋經濟問題 之能力。

### 課程目標 Course Objectives

近年來經濟分析大量引用賽局理論,經濟系學生必須及早學習此一工具,方有能力接受 新的經濟思想,對經濟問題作更深刻的理解。

圖示說明Illustration : ● 高度相關 Highly correlated ○中度相關 Moderately correlated

#### 授課進度表 Teaching Schedule & Content

週次Week	內容 Subject/Topics	備註Remarks
1	課程介紹 Introduction and general principles	
2	Introduction and general principles 1. Basic Ideas and Examples	
3	2. How to think about strategic games Game form, definition and solution concepts	
4	Funddamental concepts and techniques 3. Games and sequential moves	
5	4. Simultanteous-move games: discrete strategies	
6	5. Simultanteous-move games: continuous strategies, discussion, and evidence	
7	6. Combining sequential and simultaneous moves	
8	6. Combining sequential and simultaneous moves	
9	期中考試週 Midterm Exam	
10	7. Simultaneous-move games: Mixed strategies	
11	7. Simultaneous-move games: Mixed strategies	
12	Some broad classes of strategies and games 8. Strategic moves	
13	8. Strategic moves	
14	9. Uncertainty and Information	

10. The prisoners' dilemma and repeated games					
10. The prisoners' dilemma and repeated games					
教學策略 Teaching Strategies					
其他Miscellaneous:					
教 學 創 新 自 評 Teaching Self-Evaluation 創新教學(Innovative Teaching)					
問題導向學習(PBL) 團體合作學習(TBL) 解決導向學習(SBL)					
翻轉教室 Flipped Classroom					
在地實踐Community Practice					
跨域合作(Transdisciplinary Projects)					
■ 跨界教學Transdisciplinary Teaching ■ 跨院系教學Inter-collegiate Teaching					
■ 業師合授 Courses Co-taught with Industry Practitioners					
其它 other:					

學期成績計算及多元評量方式 Grading & Assessments											
配分項目	配分項目 配分比例			多元評量方式 Assessments							
Items	Percentage	測驗 會考	實作 觀察	口頭 發表	專題 研究	創作 展演	卷宗 評量	證照 檢定	其他		
平時成績 General Performance	20%	~	~								
期中考成績 Midterm Exam	30%	<b>~</b>									
期末考成績 Final Exam	30%	<b>~</b>									
作業成績 Homework and/or Assignments	20%	~			~						
其他 Miscellaneous ()											

評量方式補充說明

Grading & Assessments Supplemental instructions

期中考、期末考可能為 take-home exam,但仍要看課堂上的學習狀態而定。

### 教科書與參考書目(書名、作者、書局、代理商、說明)

Textbook & Other References (Title, Author, Publisher, Agents, Remarks, etc.)

#### 教科書

Dixit, A., S. Skeath, and D. McAdams, Games of Strategy, 5th ed. W. W. Norton & Company.

#### 參考書:

[R]. Rasmusen, E (2007), Games and Information, 4th ed. Blackwell.

課程教材網址(含線上教學資訊,教師個人網址請列位於本校內之網址)

 $\label{thm:condition} \mbox{Teaching Aids \& Teacher's Website} (\mbox{Including online teaching information.}$ 

Personal website can be listed here.)

http://faculty.ndhu.edu.tw/~hclin/

其他補充說明	(Supplemental	instructions)