

SPS Workshop Academic Year 2023-2024

Workshop: Game theory and formal modelling

Dates: 27/2/2024 - 5/3 - 12/3 - 19/3 - 26/3 (from 13:00 - 15:00)

Instructors: Ipek Cinelli, Max Weber Fellow and SPS Part-time Professor

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Credits: 10

This lecture-based methods workshop aims to give participants a high-level introduction to tools used in formal modeling by covering foundational topics in game theory. The primary focus is game theory since it is the most common mode of analysis in formal modeling. This workshop begins by covering “preferences” and “individual choice” as building blocks of formal theory. Then, it continues by covering games of complete information. By the end of the workshop, participants will (1) understand what it means to be a “rational” actor and characterize the objectives of a rational actor, (2) define and understand key components of game theory such as strategies and equilibria, (3) understand the role of assumptions in predictions, and (4) solve a broad class of models using the techniques covered in the workshop.