

Syllabus — Games and Networks

Fall 2021

The outline below is very high-level. The course will mostly have a theoretical orientation, but the theory we will study points to empirical work. We will discuss statistical and econometric issues. Depending on time and interest, there is a possibility for students to present papers in the literature, perhaps even their own work.

1. Introduction
2. Describing Networks
3. Random Networks
4. Markets on Networks
5. Games on Networks
 - Non-cooperative games on networks
 - quadratic games
 - econometric issues in network games
 - Public goods games
 - Learning
 - Diffusion
6. Endogenous Network Construction
 - Bipartite matchings
 - Pairwise stability