

Preview of test on game theory

The test will be given in class on Friday, April 8. You do not need to bring anything, except for something to write with; this will be a closed-book, closed-notes test, and you will be provided with paper on which to write your answers.

The instructions at the top of the test will read as follows:

1. Answer all of the following questions on the answer sheets provided. You can write on this list of questions, but credit will be awarded only for answers written on answer sheets.
2. Do not access any book, notebook, newspaper, calculator, computer, cell phone, or other possible source of inappropriate aid during the test, do not leave the room before you are finished taking the test, and be sure to finish the test within this 50-minute testing period—no credit will be given for any work done after you access any possible source of inappropriate aid, after you leave the room for any reason, or after the end of the testing period.
3. When you are finished, be sure your name is written on each of your answer sheets, and turn them in. Also, turn in this list of questions. If you write your name on it, it will be returned with your graded answer sheets.

Regarding the content of the test, I anticipate that the following will be the case, but I reserve the right to depart from this plan:

- There will be 10 questions worth 10 points each.
- Question 1 will pertain to setting up a game in tree or matrix form.
- Question 2 will pertain to zero-sum games, and dominance considerations specifically.
- Questions 3–7 will pertain to zero-sum games, equilibrium considerations for the most part, with mixed as well as pure strategies.
- Questions 8–10 will pertain to coordination games and prisoner's dilemma games.

In addition to studying the assigned readings (including the practice questions) and the questions for credit from this unit of the course, you could also prepare for this test by answering the questions on the tests on game theory that I gave in some previous sections of the course. See, for example, the tests on game theory, and the answer keys for those tests, posted at the following web sites I set up for these previous sections of the course:

- Fall 2007: <http://web.ku.edu/~utile/courses/rct3>
- Fall 2006: <http://web.ku.edu/~utile/courses/rct2>

(You are also free to consult my Fall 2005 course materials at <http://web.ku.edu/~utile/courses/rct1>, but I do not think there is enough overlap between that section of the course and this one to make the materials there a good resource for preparing for this test.)