**CAP 5993/4993 schedule**

1/10 Introduction

1/12 Game of chess

1/17 Strategic-form games

1/19 Solution concepts (HW 1 out -- due 1/31)

1/24: Nash equilibrium

1/26 Extensive-form games

1/31: Algorithms for strategic-form games

2/7: Algorithms for extensive-form games

2/9: Game Theory Explorer software package (HW 2 out – due 2/21)

2/14: Gambit software package

2/16: Equilibrium refinements

2/21: Repeated games (HW 3 out – due 3/2)

2/23: Learning in games

3/2: Midterm review

3/7: Midterm exam

3/9: Midterm solutions (Final Project out -- due 4/20)

3/14: Spring Break

3/16: Spring Break

3/21: Alternative solution concepts (HW 4 out -- due 3/30)

3/23: Auctions and mechanism design

3/28: Social choice (voting)

3/30: Stable matching (HW 5 out – due 4/11)

4/4: Application to education

4/6: Application to security

4/11: Application to medicine

4/13: Project presentations

4/18: Project presentations

4/20: Final Exam review

4/25: Final Exam