

Introduction & Syllabus

ECON 5001

Prof. Healy

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Welcome to ECON 5001: Game Theory

T/Th 9:35–10:55am Jennings 355

Prof. Paul J. Healy

Professor Paul J. Healy

- Hometown(s): Centerville, OH & Zionsville, IN
- B.S.: Purdue '00
- PhD: Caltech '05
- First job: Carnegie Mellon b-school
- OSU since: 2007
- Research areas:
 - Game theory!
 - Experimental/behavioral economics & game theory
 - Mechanism design (part of game theory)
 - Public goods
 - Decision theory
 - Methodology
- Teaching:
 - Previously: Intermediate Micro, ExpEcon, PhD game theory
 - First time teaching 5001!

Syllabus Highlights

- Everything is on Carmen/Canvas, including the syllabus
 - **Let me know if you don't have access!**
- Main Textbook: *Game Theory* by Giacomo Bonanno
 - Free online at https://faculty.econ.ucdavis.edu/bonanno/GT_Book.html
 - Also on Carmen, under "Files"
- Office Hours: Tue 11:15-12:15 in Bricker 270
- Let's go to <https://carmen.osu.edu/>

<https://game.moblab.com>

- Please set up an account if you haven't
- Use your `name.#@osu.edu` email account!!
 - So I can link to Carmen for recording participation
- Verify email account
- Add class
 - **Code:** `dv1cf8ft`
- Requirements: just a browser (no app)



In-Class Expectations

- Please remember, I can see you :)
 - Mutual respect
 - Phone down, please
- Try to get me off-script! It's more fun for everyone
 - Interrupt (almost) whenever you want
 - Don't *have* to raise your hand
 - Ask me how game theory might apply to XYZ...
- Silent stare = “Any questions? Want me to repeat something??”

Questions?? Ready to begin??