



浙江大学

ECON527

Strategic Behaviour and Decision Making

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Instructor Contact Details

Lecturer-in-charge: Dr. Wenhua JIANG

Email: wlwyxy_29@zju.edu.cn

Office location: Zhejiang University, Hangzhou, China

Consultation Time: Book appointment by sending email to: wlwyxy_29@zju.edu.cn

Teaching Times, Modes and Locations

Course Duration: 20 Dec 2026 to 8 Jan 2027

Modes: Face-to-face

Location: Zhejiang University

Academic Level

Undergraduate

Credit Points:

The course is worth 6 units of credit point.

Credit Hours

The number of credit hours of this course equals to the credits of a standard semester- long course.

Contact Hours

The course contains a total of 53 contact hours, which consists of orientation, lectures, seminars, quiz, discussion, research, case study, small tests, assignments, on-site field trip(s), in-class and after-class activities, revision, self-study, and final exam. Students will receive an official transcript which is issued by Zhejiang University when completing this course.

Enrolment Requirements

Eligibility requires enrollment in an overseas university as an undergraduate or postgraduate student, proficiency in English, and pre-approval from the student's home institution.

Course Description:

Strategic thinking requires an understanding of how one's actions influence the decisions of others. Since many economic and social choices-such as pricing strategies, policy design, and institutional reforms-are inherently strategic, economics needs a rigorous theoretical framework to move beyond simplistic models.

This course provides a comprehensive and critical introduction to game theory, a powerful analytical tool for studying strategic interaction. Students will explore core concepts and solution methods in game theory, and examine their applications in bargaining, cooperation, and conflict. The course further investigates how strategic behavior shapes the evolution of social institutions, highlighting game theory's potential to offer a unifying perspective across the social sciences.

Prerequisite:

N/A

Learning Resources

- Game Theory for Applied Economists by Robert Gibbons, Princeton University Press.

Learning Objectives

By the end of this course, students will be able to:

1. Formulate and justify optimal strategies and equilibrium predictions in social, economic, and business contexts using game-theoretic models.
2. Demonstrate a clear and critical understanding of key game theory concepts, including strategic-form games, equilibrium notions, and incentive structures.
3. Model real-world situations of cooperation, competition, and bargaining as formal games and derive plausible outcome predictions.
4. Assess the impact of strategic behaviour on outcomes in markets, organizations, and social institutions through structured analytical reasoning.
5. Present game-theoretic arguments and results effectively in both written and oral forms, using appropriate academic and professional standards.

Course Delivery:

Face-to-face Lecture mode includes lectures, seminars, quiz, discussion, research, case study, small tests, assignments, on-site field trip(s), in-class and after- class activities, revision, and final exam. The following course will be taught in English. There will also be guest speakers and optional field trips

available for students who would like to enhance their learning experience. All courses and other sessions will be run during weekdays.

Topics and Course Schedule:

WK	Topic	Activities
1	Orientation	
1	Introduction to Strategic Decision Making and Game Theory	Lecture; Tutorial
1	Static Games of Complete Information I	Lecture; Tutorial
1	Static Games of Complete Information II	Lecture; Tutorial
1	Static Games of Complete Information III	Lecture; Tutorial
1	Applications of Static Games	Lecture; Tutorial
2	Dynamic Games of Complete Information I	Lecture; Tutorial
2	Dynamic Games of Complete Information II	Lecture; Tutorial
2	Dynamic Games of Complete Information III	Lecture; Tutorial
2	Strategic Commitment and Credibility	Lecture; Tutorial
2	Quiz / Case Analysis	Lecture; Tutorial
2	Static Games of Incomplete Information	Lecture; Tutorial
3	Auctions and Market Design	Lecture; Tutorial
3	Dynamic Games of Incomplete Information	Lecture; Tutorial
3	Applications in Business and Economics	Lecture; Tutorial
3	Applications in Social and Institutional Analysis	Lecture; Tutorial
3	Final Review and Course Integration	Tutorial
3	Final Exam	Closed book

Assessments:

Class participation	15%
Quiz	15%
Assignments	20%
Final exam	50%

Pass Requirement (Double Pass Rule)

To pass this course, students are required to achieve:

- an overall mark of 50% or above, and
- a pass mark (50% or above) in the Final Examination.

Students who achieve an overall mark of 50% or above but do not achieve a pass in the Final Examination will receive a fail grade for the course.

Grade Descriptors:

HD	High Distinction	85-100
D	Distinction	75-84
Cr	Credit	65-74
P	Pass	50-64
F	Fail	0-49

High Distinction 85-100

- Treatment of material evidences an advanced synthesis of ideas Demonstration of initiative, complex understanding, and analysis.
- Work is well-written and stylistically sophisticated, including appropriate referencing, clarity, and some creativity where appropriate.
- All criteria addressed to a high level.

Distinction 75-84

- Treatment of material evidences an advanced understanding of ideas Demonstration of initiative, complex understanding and analysis Work is well-written and stylistically strong.
- All criteria addressed strongly.

Credit 65-74

- Treatment of material displays a good understanding of ideas.

- Work is well-written and stylistically sound, with a minimum of syntactical errors.
- All criteria addressed clearly.

Pass 50-64

- Treatment of material indicates a satisfactory understanding of ideas Work is adequately written, with some syntactical errors.
- Most criteria addressed adequately.

Fail 0-49

- Treatment of ideas indicates an inadequate understanding of ideas Written style inappropriate to task, major problems with expression.
- Most criteria not clearly or adequately addressed.

Academic Integrity

Students are expected to uphold the university's academic honesty principles which are an integral part of the university's core values and principles. If a student fails to observe the acceptable standards of academic honesty, they could attract penalties and even disqualification from the course in more serious circumstances. Students are responsible for knowing and observing accepted principles of research, writing and any other task which they are required to complete.

Academic dishonesty or cheating includes acts of plagiarism, misrepresentation, fabrication, failure to reference materials used properly and forgery. These may include, but are not limited to: claiming the work of others as your own, deliberately applying false and inaccurate information, copying the work of others in part or whole, allowing others in the course to copy your work in part or whole, failing to appropriately acknowledge the work of other scholars/authors through acceptable referencing standards, purchasing papers or writing papers for other students and submitting the same paper twice for the same subject. This Academic Integrity policy applies to all students of the Zhejiang University in all programs of study, including non-graduating students. It is to reinforce the University's commitment to maintain integrity and honesty in all academic activities of the University community.

Policy

The foundation of good academic work is honesty. Maintaining academic integrity upholds the standards of the University. The responsibility for maintaining integrity in all the activities of the academic community lies with the students as well as the faculty and the University. Everyone in this community must work together to ensure that the values of truth, trust and justice are upheld.

Academic dishonesty affects the University's reputation and devalues the degrees offered. The University will impose serious penalties on students who are found to have violated this policy. The following penalties may be imposed:

- ✓ Expulsion
- ✓ Suspension
- ✓ Zero mark /fail grade
- ✓ Marking down
- ✓ Re-doing/re-submitting of assignments or reports, and
- ✓ Verbal or written warning

