

REQUIREMENTS FOR THE THEORY FIELD, 2017-2018

Course Offerings for Theory (Information and Uncertainty)

- 211C. Game Theory and Economic Applications (4)
(Fall 17)
- 213B. Economics of Uncertainty, Information, and Games (4)
(Winter 18)
- 212B. Topics in Advanced Theory: Applied Game Theory (4)
(Spring 18)

Field Requirement

Students who choose theory as their field are required to meet the following requirements by the end of the second year:

- Take the three courses listed above and pass them with a grade of B+ or better.
- Regularly attend the theory workshop and the theory proseminar and present a theory field paper at the proseminar.
- Submit a theory field paper and receive a passing grade.

Remarks

- A theory field paper can be either an original research paper or a survey paper with research proposal.
- When appropriate, a student may submit a theory field paper that is being used to satisfy a paper requirement for another field. In such case, the student must obtain a prior approval from the advisors in both fields.
- Theory field paper may not be coauthored.
- In some borderline cases in which a student does not satisfy some requirement, the instructors will reach a final determination based on the entirety of the work completed.

Here is a rough timeline of what you are expected to do regarding your theory field paper:

- Choose your advisor (see the list below) and start discussing ideas in January.
- Meet with your advisor regularly along with other relevant faculty (in particular, those who you wish to serve on your committee).
- Present your field paper in theory proseminar in spring.
- Submit your field paper by July 31, 2018 to Chiara Paz.

List of Theory Faculty

Simon Board, Jay Lu, Moritz Meyer-ter-Vehn, Ichiro Obara, Marek Pycia, John Riley, Tomasz Sadzik, William Zame

General Recommendations

- If you plan to choose theory as one of your specialized areas in the long run, it is strongly recommend that you take more than 3 courses.