ECO 199 – GAMES OF STRATEGY Spring Term 2004 Precepts Week 12 (April 26-27)

In the last precept, we will offer you an opportunity to describe and analyze a game of strategy in which you have personally participated. The game should illustrate one of the important classes of strategies we have studied – rollback, mixing, signaling and screening, threats and promises ... The context and the strategies should be rich enough to provide interesting material for thinking and discussion to your fellow students. So no mere statements of "I played tennis and mixed my passing shots" please. You should not regard this as an occasion to boast about your strategic skills. If anything, an analysis of what mistakes you made and what you learned from them has more educational value both for yourself and for your fellow students.

Each of you is invited to submit a narrative account of such a game for discussion in the precept. You should write this up as an MS-Word document, not more than one page single-spaced Times Roman 12 point font. The header should be exactly as follows, filling in as appropriate the items that are italicized here for your attention.

ECO 199 Spring Term 2004 Precepts Week 12 – Your precept day and time e.g. Monday 3.30 Your name – A short title for your game

Text of your narrative account.

You should send this document as an e-mail attachment to your preceptor (dixitak@princeton.edu or costinot@princeton.edu as appropriate), before 5 p.m. on Friday April 23. We will compile all the entries for each precept into one document and send it as an e-mail attachment to the members of that precept. You will have at least 24 hours to read and think about the entries, and decide which ones you would like to discuss in the precept. A ballot will be conducted at the start of the precept, and your votes will determine the order of discussion. No one is allowed to vote for his/her own entry. The entry with the most votes will be discussed first, and then the rest in sequence to the extent that time permits.