

















Mechanism Design		
 Subfield of economic theory with an engineering perspective Engineer of games rules so that the outcome of the games is optimal Design mechanisms in terms of social choices assuming rational participants Elections, market, auctions, governmental policies Algorithmic mechanism design (economics for computer science) Internet operated by parties with different goals and preferences Routing of messages Scheduling of tasks Electronic market design (computer science for economics) Voting methods 		
 Majority vote, strategic vote Condorcet's paradox Social welfare function Social choice function Mechanisms with and without 	(1) (2) (3) It money	$a \succ_1 b \succ_1 c$ $b \succ_2 c \succ_2 a$ $c \succ_3 a \succ_3 b$
18.10.2010 R. Prodan,	Game Theory and Planning	10























