

Winter 2024 TA Job Posting for ECON 392

Please give a brief description of the course content or a link to the course outline:

This is a course on undergrad game theory. Topics include: strategy, best response, equilibrium (of various sorts, such as (Bayes) Nash equilibrium, correlated equilibrium, subgame perfect equilibrium, and perfect Bayesian equilibrium), applications of game theory to analyzing firms' behaviors, political economy, and other areas of economics and social science.

Any necessary knowledge or skills needed:

The TA should be versed with undergrad game theory.

Please fill out this chart as closely as you can for the TA duties and hours you predict the course will be using for the entire Winter 2024 term. This will be used as an estimation only. Graduate TAs are not permitted to work more than 140 hours for the term or more than 10 hours in any given week (70 hours or 5 hours a week for a ½ TA). When thinking of the duties you might have for your TA, we ask that you be mindful of this constraint and try not to come up against it. TAs own coursework comes first. Negotiations for a reasonable amount of time for returning marked assignments, etc. will occur as needed.

Duty	Estimated Hours for the Term or N/A	Brief description of unusual or especially time-consuming features of the duty, if any
Meetings with Course Instructor	N/A	
Class preparation	N/A	
Attending lectures	3 hours per week	
Student consultation; office hours	1 hour per week	
Lecturing	N/A	
Conducting tutorials	N/A	
Grading	1-2 hours per week	
Proctoring exams	3 hours per term	
Other duties (describe/explain)	0	
Totals	70 hours per term	

Note: the above figures are estimated based on an enrollment of 30-75 students. Adjust the figures accordingly if the enrollment exceeds 75. The total amount of work won't take more than 140 hours per TA, per term.