SHORT COURSE DESCRIPTION
This course is designed to develop skills needed for analyzing a strategic problem to arrive at a strategic managerial decision about it after synthesizing all the relevant information. Specifically, one of the objectives of this course is to learn how to apply basic concepts of game theory to address strategic issues faced by businesses. Strategic managerial decisions by a manager are not static and cannot be made in isolation. Instead, a manager must account for the expected strategic actions and reactions of rival firms, subordinates, and superiors, etc., to his/her directives and proposals. Game theory is a powerful tool for examining strategic interactions among multiple players in a real business world.

In addition, this course is designed to provide tools and concepts for identifying the key drivers of superior performance of firms by focusing on strategic management issues. As a result, the second purpose of this course is to provide an opportunity for students to study and analyze both internal resources and external environmental forces of firms associated with firm performance. The course will allow students to bring together all of their learned functional skills (accounting, marketing, finance, etc.) and apply them to the study of strategic issues faced by business firms.

Lastly, virtually every management decision being made today is influenced by international events, and naive thinking about international politics, economics, cultures, and foreign competitors can have quick and adverse effects on a firm’s bottom line. The final objective of this course is to provide relevant theoretical and practical insights on multinational enterprises to management students, so that the real world of international strategic management is better understood.

READING MATERIALS
Additional reading materials will be provided to students in digital before each class every week.

COURSE REQUIREMENTS AND GRADING

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Points</th>
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<tbody>
<tr>
<td>In-class Test (2)</td>
<td>200 pts.</td>
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<tr>
<td>Final Exam (1)</td>
<td>100 pts</td>
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<tr>
<td>Group Class Activities (11)</td>
<td>220 pts.</td>
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<tr>
<td>Participation</td>
<td>150 pts</td>
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<tr>
<td><strong>Total Points</strong></td>
<td><strong>670 pts.</strong></td>
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**Test:** There will be three tests for this course this semester. These are either closed book/note tests or take-home exams. Although the final exam will not be cumulative, the knowledge of the previous materials will be necessary. They will be comprised of multiple choice questions, case analyses, short answer questions, or problem-solving questions.

**Group Class Activities:** There will be eleven group activities in class throughout this semester. These group activities will be comprised of either (1) solving a problem set with game-theoretic situations or (2) discussing a case example and answering several questions attached to the case in a group. Each group is required to submit a group activity sheet with written answers to the instructor.
before the end of each class. **There will be no make-up opportunities for missed group activities.** Detailed information will be discussed in the classes.

**Participation:** All students are encouraged to attend classes and participate in the group class activities in each class. In addition, each member of a group should submit eleven confidential peer evaluations (after each group class activity is finished) to the instructor on the performance and contribution of his/her team members. **Peer evaluations will be used to assess each student’s contribution to each group project.**

### Final Grade

<table>
<thead>
<tr>
<th>Percentage</th>
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<tbody>
<tr>
<td>90%</td>
<td>A</td>
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<tr>
<td>80%</td>
<td>B</td>
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<tr>
<td>70%</td>
<td>C</td>
</tr>
<tr>
<td>60%</td>
<td>D</td>
</tr>
<tr>
<td>Below 60%</td>
<td>F</td>
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</tbody>
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* Pass (P): Grade of 60% or above
* Fail (F): Grade below 60%

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**COURSE POLICIES**

**Attendance:** Class attendance and participation are fundamental components of learning, so punctual attendance at all classes, for the full class meeting period, is expected of SKKU ISS students. If a student must miss a class or leave early, s/he needs to notify the instructor in advance. The student is responsible for any assignments or requirements missed during an absence.

* Pass (P): Attendance of 80% or above (within 3 unexcused absence)
* Fail (F): Attendance below 80% (4 or more unexcused absence)

**Make-Up Examinations:** Because the instructor of this course believes that examinations represent a critical component of student learning, required examinations should be taken during the regularly scheduled class period. **No make-up examinations are available.** Exceptions may be granted only by the instructor, and only for unavoidable circumstances (illness verified by a signed physician’s note, participation in subpoenas, jury duty, military service, bereavement, or religious observance).

**Academic Integrity:**

All members of the SKKU ISS shall refrain from academic dishonesty and misconduct in all forms, including plagiarism, cheating, misrepresentation, fabrication, and falsehood...Plagiarism or cheating on the part of the student in individual or group academic work or in examination behavior will result minimally in the instructor assigning the grade of “F” for the assignment or examination. In addition, all instances of academic dishonesty must be reported to the instructor of this course.

**COURSE SCHEDULE**

This course outline is subject to change by the instructor. It is likely that there are some subjects we will explore in more depth.

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**– WEEK I –**

**Tuesday (26 June)**

Dixit & Nalebuff, Chapter 2

Session 1: Introduction & Organization of the Class

Session 2: Games Solvable by Backward Reasoning / Multistage Games
**Wednesday (27 June)**
Dixit & Nalebuff, Chapter 4 & 3
Session 3:  A Beautiful Equilibrium / Simultaneous-Move Games
Session 4:  Prisoners’ Dilemma and How to Resolve Them / Repeated Games

**Thursday (28 June)**
Dixit & Nalebuff, Chapter 6 & 7
Session 5:  Strategic Moves
Session 6:  Making Strategies Credible

**Friday (29 June)**
Dixit & Nalebuff, Chapter 5 & 9
Session 7:  Choice and Chance / Mixed Strategies
Session 8:  Cooperation and Coordination

– WEEK II –

**Monday (2 July)**
Session 9:  IN-CLASS TEST 1 (CHAPTER 2, 3, 4, 5, 6, 7, 9 & Class Materials)

**Tuesday (3 July)**
Ghemawat, Chapter 2
Session 10:  Industry Analysis – The Fundamentals I
Session 11:  Industry Analysis – The Fundamentals II

**Wednesday (4 July)**
Ghemawat, Chapter 5
Session 12:  Analyzing Resources and Capabilities I
Session 13:  Analyzing Resources and Capabilities II

**Thursday (5 July)**
Ghemawat, Chapter 3
Session 14:  Competitive Advantage – Cost versus Differentiation I
Session 15:  Competitive Advantage – Cost versus Differentiation II

– WEEK III –

**Monday (9 July)**
Ghemawat, Chapter 6
Session 16:  Vertical Integration versus Diversification I
Session 17:  Vertical Integration versus Diversification II

**Tuesday (10 July)**
Session 18:  IN-CLASS TEST 2 (CHAPTER 2, 3, 5, 6 & Class Materials)

**Wednesday (11 July)**
Handouts & Ghemawat, Chapter 7
Session 19:  The MNEs and Internationalization
Session 20:  The FSAs-CSAs Framework

**Thursday (12 July)**
Session 21:  Field Trip to Samsung Innovation Museum (SIM) – Tentative

– WEEK IV –

**Monday (16 July)**
Handouts & Ghemawat, Chapter 7
Session 22:  Single vs. Double Diamond Models
Session 23:  Regional vs. Global Strategy
Tuesday (17 July)  Handouts & Ghemawat, Chapter 7
Session 24: Economic Integration vs. National Responsiveness
Session 25: Review for Final

Wednesday (18 July)
Session 26: FINAL (CHAPTER 7, Handouts & Class Materials Covered)