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# Bayesian Learning When Players Misspecify Others

12 February 2026 (Thu)  
14:00–15:30

WYL314, 3/F, Dorothy Y. L. Wong  
Building, Lingnan University



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### BIOGRAPHY

Prof. Takeshi MUROOKA, Ph.D. in Economics, UC Berkeley (US). In 2014–2017, Assistant Professor at University of Munich (Germany). In 2017–2024, Associate Professor at Osaka School of International Public Policy (OSIPP), University of Osaka. From 2024, Professor at Institute of Social and Economic Research (ISER) University of Osaka. His primary fields are behavioral economics, industrial organization, and microeconomic theory. He has published in leading journals in economics, including Review of Economic Studies (x2), American Economic Journal: Microeconomics (x2), Economic Journal, and Journal of Public Economics.

### ABSTRACT

This paper considers Bayesian learning when players are biased about the data-generating process, and are biased about the opponent's bias about the data-generating process. Specifically, we assume that each player's bias about others takes the form of interpersonal projection, which is a tendency to overestimate the extent to which others share the player's own view. We show that there is a class of games in which even an arbitrarily small amount of bias can destroy correct learning of an unknown state, i.e., there is zero probability of the posterior belief staying in a neighborhood of the true state.