# **COURSE DETAIL**

### INTRODUCTION TO GAME THEORY

# **Country**

Japan

### **Host Institution**

Waseda University

# Program(s)

Waseda University

### **UCEAP Course Level**

**Lower Division** 

# **UCEAP Subject Area(s)**

**Economics** 

#### **UCEAP Course Number**

11

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

INTRODUCTION TO GAME THEORY

# **UCEAP Transcript Title**

INTRO: GAME THEORY

# **UCEAP Quarter Units**

3.00

#### **UCEAP Semester Units**

2.00

# **Course Description**

Game theory is a mathematical tool to study strategic interactions that has become a standard analytical tool in several academic disciplines, e.g. in economics, biology, and political science. This course introduces the basic concepts of non-cooperative game theory. The course analyzes and solves simple game theoretic problems; and explores numerous applications along with empirical and experimental evidence. Mathematical skills beyond simple algebra and graphical analysis are not required in this course. Assessment: midterm exam and final exam.

# Language(s) of Instruction

English

### **Host Institution Course Number**

ECNT111L

#### **Host Institution Course Title**

INTRODUCTION TO GAME THEORY 01

#### **Host Institution Course Details**

## **Host Institution Campus**

School of Political Science and Economics

# **Host Institution Faculty**

### **Host Institution Degree**

# **Host Institution Department**

**Economics** 

#### **Course Last Reviewed**

Print