# **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 Campus**

School of Political Science and Economics

## **Host Institution Faculty**

**Host Institution Degree** 

## **Host Institution Department**

**Economics** 

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