

COURSE DETAIL

GAME THOERY

Country

New Zealand

Host Institution

University of Otago

Program(s)

University of Otago

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Economics

UCEAP Course Number

118

UCEAP Course Suffix**UCEAP Official Title**

GAME THOERY

UCEAP Transcript Title

GAME THEORY

UCEAP Quarter Units

7.00

UCEAP Semester Units

4.70

Course Description

Game theory is the study of mathematical models of strategic decision making with interacting decision makers. This theory has become a fundamental tool in the study of social interaction in economics, political science, anthropology, sociology, animal behavior, biology, computer science, and other disciplines. This course introduces the basic concepts and tools of game theory and explores a variety of applications. Students focus on concepts and illustrative examples rather than on mathematical theory. Students learn about a variety of game theoretic methods of analyzing behavior in strategic situations; predict behavior and evaluate business and policy options; reflect on game theoretical methods from a multi-disciplinary perspective, and appreciate the impact that game theory has made, and continues to make, in a variety of contexts.

Language(s) of Instruction

English

Host Institution Course Number

ECON351

Host Institution Course Title

GAME THOERY

Host Institution Campus

New Zealand

Host Institution Faculty

Host Institution Degree

Host Institution Department

Economics

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