## **COURSE DETAIL**

4.70

# **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**

#### **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 THEORY** 

## **Host Institution Campus**

New Zealand

## **Host Institution Faculty**

**Host Institution Degree** 

## **Host Institution Department**

**Economics** 

**Print**