

# COURSE DETAIL

## GAME THEORY AND ECONOMICS

**Country**

Netherlands

**Host Institution**

Maastricht University - School of Business and Economics

**Program(s)**

Business and Economics, Maastricht

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Economics

**UCEAP Course Number**

110

**UCEAP Course Suffix****UCEAP Official Title**

GAME THEORY AND ECONOMICS

**UCEAP Transcript Title**

GAME THEORY & ECON

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

**Course Description**

This course discusses the main concepts from cooperative and non-cooperative game theory including Nash equilibrium in static games, Nash equilibrium in dynamic games, and static and dynamic games of incomplete information. The course emphasizes concepts and applications ranging from oligopoly theory to job market signaling, investment policies, organizational strategies, and cost allocation. Prior knowledge of microeconomics and mathematics is essential.

**Language(s) of Instruction**

English

**Host Institution Course Number**

EBC2110

**Host Institution Course Title**

GAME THEORY AND ECONOMICS

**Host Institution Campus**

Maastricht University

**Host Institution Faculty****Host Institution Degree****Host Institution Department**

School of Business & Economics

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