

## COURSE DETAIL

### GAME THEORY AND ECONOMICS APPLICATIONS

**Country**

Singapore

**Host Institution**

National University of Singapore

**Program(s)**

National University of Singapore

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Economics

**UCEAP Course Number**

109

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

GAME THEORY AND ECONOMICS APPLICATIONS

**UCEAP Transcript Title**

GAME THRY&ECON APP

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

This course introduces game theory, a theory of interactive decision making. This course provides basic solution concepts for different types of non-cooperative games, including static and dynamic games with complete and incomplete information. The basic solution concepts covered are Nash equilibrium, subgame perfect equilibrium, Bayesian equilibrium, and perfect Bayesian equilibrium. This course emphasizes the applications of game theory to economics, such as oligopolies, bargaining, and auctions.

### Language(s) of Instruction

English

### Host Institution Course Number

EC3312

### Host Institution Course Title

GAME THEORY AND ECONOMICS APPLICATIONS

### Host Institution Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

Economics

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