# **COURSE DETAIL**

## **GAME THEORY**

## **Country**

Spain

### **Host Institution**

Carlos III University of Madrid

## Program(s)

Carlos III University of Madrid

### **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

**Economics Business Administration** 

### **UCEAP Course Number**

164

### **UCEAP Course Suffix**

#### **UCEAP Official Title**

**GAME THEORY** 

## **UCEAP Transcript Title**

**GAME THEORY** 

## **UCEAP Quarter Units**

5.00

#### **UCEAP Semester Units**

3.30

### **Course Description**

This course covers the main concepts of game theory and the tools that game theory provides to analyze economic situations in which there are strategic interactions among agents. It provides an introduction to the different types of games depending on the nature of interaction (static, dynamic or repeated) as well as on the type of information agents have (perfect or imperfect). The course also discusses main equilibrium concepts (Nash equilibrium, sub game perfect equilibrium and Bayesian equilibrium) and their economic applications: non competitive markets, political competition, bilateral bargaining, auctions, voting systems and the problem of cooperation in repeated games.

### Language(s) of Instruction

English

### **Host Institution Course Number**

13644,13161

#### **Host Institution Course Title**

TEORÍA DE LOS JUEGOS

## **Host Institution Campus**

Getafe

## **Host Institution Faculty**

Facultad de Ciencias Sociales y Jurídicas

## **Host Institution Degree**

Grado en Administración de Empresas

# **Host Institution Department**

Economía

**Print**