

# COURSE DETAIL

## INTRODUCTION TO GAME THEORY

**Country**

Netherlands

**Host Institution**

Maastricht University - University College Maastricht

**Program(s)**

University College Maastricht

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Economics

**UCEAP Course Number**

103

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

INTRODUCTION TO GAME THEORY

**UCEAP Transcript Title**

INTRO GAME THEORY

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

The course discusses the fundamentals of game theory. Although the word "game" usually refers to activities such as poker, chess, or backgammon, within the context of this course its meaning is far broader. A game is a decision problem in which several parties are involved. Generally these parties have different and conflicting interests, and often there is no solution to the decision problem that will make all parties happy. The parties in the conflict are normally called players (or agents), but in reality they are most likely firms competing for their market shares, animals fighting over a territory, children trying to get the biggest piece of cake, or politicians fighting over the distribution of budgets. In this course, decision problems are analyzed in a mathematical way. The models include fundamental issues like rationality, expectations, fairness, power, cooperation, threats, manipulation, risk, and stability. Prerequisites: basic skills in mathematics (equations, functions, graphs, etc.)

## Language(s) of Instruction

English

## Host Institution Course Number

SCI2010

## Host Institution Course Title

INTRODUCTION TO GAME THEORY

## Host Institution Campus

University College Maastricht

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Sciences

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