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

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INTRODUCTION TO GAME THEORY

Host Institution Course Details

Host Institution Campus
University College Maastricht

Host Institution Faculty

Host Institution Degree

Host Institution Department
Sciences

Course Last Reviewed

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