COURSE DETAIL

COMPETITIVE STRATEGY AND GAME THEORY
Country Netherlands
Host Institution Utrecht University
Program(s) Utrecht University
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Economics
UCEAP Course Number 108
UCEAP Course Suffix
UCEAP Official Title COMPETITIVE STRATEGY AND GAME THEORY
UCEAP Transcript Title STRATGY&GAME THEORY
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description
This course provides students with advanced tools of game theory and shows the usefulness of this approach by analyzing several examples. This course is an intermediate course on game theory and strategic thinking. Concepts such as dominance, backward induction, Nash equilibrium, commitment, credibility, asymmetric information, adverse selection, and signaling are discussed, and applied to games played in class. Concepts are studied using examples of situations with conflicting interests drawn from economics, politics, business, and elsewhere. Game theory is a way of thinking about strategic situations. One aim of the course is to teach students some strategic considerations to take into account when making choices, specifically in situations of incomplete information. A second aim is to predict how other people or organizations behave when they are in strategic settings. Students learn new concepts, methods, and terminology. A third aim is to apply these tools to settings from economics, business, sociology, politics, and elsewhere. The course is problem driven (theory is taught by solving several problems). The mathematics required for this course does not go beyond calculus. Nonetheless, the ability to think mathematically and logically is a great asset.

Language(s) of Instruction
English

Host Institution Course Number
ECB3GT

Host Institution Course Title
COMPETITIVE STRATEGY AND GAME THEORY

Host Institution Course Details

Host Institution Campus
Law, Economics and Governance

Host Institution Faculty

Host Institution Degree

Host Institution Department
Economics

Course Last Reviewed

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