

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 Campus

Law, Economics and Governance

Host Institution Faculty

Host Institution Degree

Host Institution Department

Economics

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