COURSE DETAIL

GAME THEORY
Country Netherlands
Host Institution Leiden University College
Program(s) Leiden University College
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Economics
UCEAP Course Number 140
UCEAP Course Suffix
UCEAP Official Title GAME THEORY
UCEAP Transcript Title GAME THEORY
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description
Game theory is the field of mathematics that models interactions between two or more individuals and aims to predict their outcomes. Game theory is highly important in widely different fields, such as economics, politics, finance, sociology, and biology. In recent years game theory has provided significant insights in the dynamics of human-environment interactions, and it continues to deliver valuable contributions to this increasingly important field of study. The course addresses classical games such as the Hawk-Dove game, and the Prisoner's dilemma. These at first sight simple models lead to unexpected results, which greatly enhance insight in the behavior of humans as well as other species. Starting from these basic models, the course considers generalizations such as dynamical games, where the consequences of choices that are made change in time, and probabilistic games, where outcomes depend on chance. Participants should have a sufficient proficiency and interest in mathematics, and be prepared to amend their mathematics skills when necessary.

Language(s) of Instruction
English

Host Institution Course Number

Host Institution Course Title
GAME THEORY

Host Institution Course Details

Host Institution Campus
LUC The Hague- Level 2

Host Institution Faculty

Host Institution Degree

Host Institution Department
Governance, Economics and Development

Course Last Reviewed

Print