COURSE DETAIL

GAME THEORY
Country Hong Kong
Host Institution Chinese University of Hong Kong
Program(s) Chinese University of Hong Kong
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Economics
UCEAP Course Number 106
UCEAP Course Suffix
UCEAP Official Title GAME THEORY
UCEAP Transcript Title GAME THEORY
UCEAP Quarter Units 4.50
UCEAP Semester Units 3.00

Course Description
Game theory is the branch of microeconomics concerned with the analysis of optimal decision making in competitive situations in which the actions of each decision maker have significant impact on the fortune of the others. this course covers strategic form games (also called normal form games), extensive form games with perfect information, extensive form games with imperfect information, static games with incomplete information, signaling games and repeated games. The course also covers such solution concepts as Nash equilibrium, subgame perfect Nash equilibrium, Perfect Bayesian game, and Bayesian Nash equilibrium. If time allowed, some other solution concepts are discussed. Students are expected to be familiar with microeconomics at the intermediate level and multivariate calculus.

Language(s) of Instruction
English

Host Institution Course Number
ECON3160

Host Institution Course Title
GAME THEORY

Host Institution Course Details
https://rgsntl.rgs.cuhk.edu.hk/aqs_prd_applx/Public/tt_dsp_crse_catalog.aspx

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Economics

Course Last Reviewed
2025-2026

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