

Course Descriptions None 2013-2014

Course Title Game Theory, Basic Concepts and Applications
 Course Code EBS2036
 ECTS Credits 4,0
 Assessment None

| Period | Start | End | Mon | Tue | Wed | Thu | Fri |
|--------|-----------|-----------|-----|-----|-----|-----|-----|
| 6 | 16-6-2014 | 27-6-2014 | - | | | | |

Level Introductory
 Coordinator Andrés Perea y Monsuwé, Alexander Westkamp For more information:a.perea@maastrichtuniversity.nl;
a.westkamp@maastrichtuniversity.nl

Language of instruction English

Goals The goal of this course is to introduce students to some fundamental concepts in game theory.

Description During five sessions of classroom experiments, the students will be confronted with decision problems in game theory. After each experiment session, students are asked to study the game theoretic concepts that are related to this experiment, to solve some exercises, and to give a presentation about the theory.

Literature Perea, A. (2012), "Epistemic Game Theory: Reasoning and Choice", Cambridge University Press

Prerequisites Basic economics and calculus.
 An advanced level of English.

Teaching methods PBL / Presentation / Assignment / Groupwork

Assessment methods Attendance / Participation

Evaluation in previous academic year For the complete evaluation of this course please click <http://iwio-sbe.maastrichtuniversity.nl/rapporten.asp?referrer=codeUM>

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| This course belongs to the following programme / specialisation | Bachelor Economics and Business Economics Specialisation Economics and Management of Information | Elective Skills |
| | Bachelor Economics and Business Economics Specialisation International Business Economics | Elective Skills |
| | Bachelor Economics and Business Economics Specialisation International Economic Studies | Elective Skills |
| | Bachelor International Business | Year 2-3 Elective skills |
| | SBE Exchange Bachelor | Bachelor Skills |
| | SBE Exchange Master | Bachelor Skills |
| | SBE Non Degree Courses | Bachelor Skills |