Course Descriptions None 2013-2014

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

Period

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

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