

## Course Descriptions None 2014-2015

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	15-6-2015	26-6-2015	-				

Level Introductory  
 Coordinator Elias Tsakas, Hans Peters For more information: e.tsakas@maastrichtuniversity.nl; h.peters@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 some 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	Elective Skills
	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 International Business	Year 2-3 Elective skills
	SBE Exchange Bachelor	Bachelor Exchange Skills
	SBE Exchange Master	Bachelor Exchange Skills
	SBE Non Degree Courses	Bachelor Skills