

Course Descriptions None 2015-2016

Course Title Game Theory, Basic Concepts and Applications
 Course Code EBS2036
 ECTS Credits 4,0
 Assessment Whole/Half Grades

Period	Start	End	Mon	Tue	Wed	Thu	Fri
6	13-6-2016	24-6-2016	-				

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 TBA.

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