

Course Descriptions None 2016-2017

Course Title Game Theory

Course Code EBC4146

ECTS Credits 6,5

Assessment Whole/Half Grades

Period	Start	End	Mon	Tue	Wed	Thu	Fri
1	5-9-2016	28-10-2016	X		X		

Level Advanced

Coordinator Hans Peters For more information:h.peters@maastrichtuniversity.nl

Language of instruction English

Goals The student will be acquainted with advanced game theory models and methods.

Description This course treats several topics from game theory on an advanced level. The precise contents may depend on the specific interests of students, and on current developments within the field. Basic knowledge of game theory is presumed, on a level comparable to the course Game Theory and Economics in the bachelor program Econometrics and OR.

Literature The literature consists of scientific articles (will be announced) and / or book chapters from R. Myerson; Game Theory (MIT 1991)

Prerequisites Knowledge in game theory at least on the level of the course "Game Theory and Economics": The student should be familiar with the main basic concepts from noncooperative and cooperative game theory. The book of Martin J. Osborne: An Introduction to Game Theory, Oxford University Press, 2003, is indicative of the minimally required level.

Teaching methods PBL / Lecture / Assignment

Assessment methods Participation / Written Exam

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

Master Business Research	Free Electives
Master Business Research Track OR	Free Electives
Master Economic and Financial Research Track Econometrics	Economic Theory, Behaviour & Computing
Master Economic and Financial Research	Economic Theory, Behaviour & Computing
SBE Exchange Master	Master Exchange Courses
SBE Non Degree Courses	Master Courses