Course Descriptions None 2020-2021

Course Title	Game Theory, Basic Concepts and Applications
Course Code	EBS2036
ECTS Credits	4,0
Assessment	Pass / Fail

Period

Period	Start	End	Mon	Tue	Wed	Thu	Fri
6	14-6-2021	25-6-2021	C				

Level	Introductory
Coordinator	Dries Vermeulen, Elias Tsakas For more information:d.vermeulen@maastrichtuniversity.nl; e.tsakas@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.
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 - Economics	Year 2 Elective Skill(s)
Bachelor Economics and Business Economics - Economics and Management of Information	Year 2 Elective Skill(s)
Bachelor Economics and Business Economics - International Business Economics	Year 2 Elective Skill(s)
Bachelor Fiscal Economics	Year 2 Elective Skill(s)
Bachelor International Business	Year 2 Elective Skill(s)
SBE Exchange Bachelor	Bachelor Exchange Skills
SBE Exchange Master	Bachelor Exchange Skills
SBE Non Degree Courses	Bachelor Skills