

## Course Descriptions NonDegree 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](mailto:d.vermeulen@maastrichtuniversity.nl); [e.tsakas@maastrichtuniversity.nl](mailto: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