

Course Descriptions Bachelor 2022-2023

Course Title	Second-year Project I							
Course Code	EBS2002							
ECTS Credits	4,0							
Assessment	Whole/Half Grades							
Period	Period	Start	End	Mon	Tue	Wed	Thu	Fri
	3	16-1-2023	27-1-2023	C				
Level	Introductory/Intermediate							
Coordinator	Bas Dietzenbacher For more information:b.dietzenbacher@maastrichtuniversity.nl							
Language of instruction	English							
Goals	Students learn how to apply and combine theories and techniques to a complex problem. They learn how to work on such problems in teams, how to summarize the results in a report and a presentation.							
Description	<p>PLEASE NOTE THAT THE INFORMATION ABOUT THE TEACHING AND ASSESSMENT METHOD(S) USED IN THIS COURSE IS WITH RESERVATION. A RE-EMERGENCE OF THE CORONAVIRUS AND NEW COUNTERMEASURES BY THE DUTCH GOVERNMENT MIGHT FORCE COORDINATORS TO CHANGE THE TEACHING AND ASSESSMENT METHODS USED. THE MOST UP-TO-DATE INFORMATION ABOUT THE TEACHING/ASSESSMENT METHOD(S) WILL BE AVAILABLE IN THE COURSE SYLLABUS.</p> <p>Students work in teams on two problems each taking one week. In the first week this problem relates to the courses Optimization and Game Theory and Economics. In the second week it is related to Programming and therewith involves the writing of a software program.</p> <p>At the end of each week they have to hand-in a report on their solution and at the end of the second week they have to present some of their results in a seminar.</p>							
Literature								
Prerequisites	First half of second year Econometrics and Operations Research, in particular the ability to program as taught in Programming (EBC2016, Java or C++).							
Teaching methods	PBL							
Assessment methods	Assignment / Presentation							
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 Econometrics and Operations Research				Year 2 Compulsory Skill(s)			