

Game Theory

Third year module

Lecturer: Jan Jozwik

The materials that will be covered are: Introduction to Games; Static Games of Complete Information; Dynamic Games of Complete Information; Games of Incomplete Information.

Learning outcomes

On completion of this module the student will be able to: examine various economic situations of conflicting interests as Normal Form Games and/or Extensive Form Games; understand formally and apply various equilibrium concepts in games.

Assessment

Two-hour written examination 80%, two assignments 10% each