


Game Theory				 universität bonn	
Module Number 33121003	Workload 225 h	Credits 7,5 CP	Duration 1 Term	Cycle yearly; summer term	
Responsible Faculty Member	Prof. Dr. Tymon Tatur				
Department	Department of Economics				
Study Program	Title			Character	Study Term
	Master of Science Economics <i>Study Field: Microeconomic Theory</i>			Advanced Module	2nd
Learning Outcome	The successful student will learn to read advanced text, understand and critically question the modelling used in recent game theoretic papers, and will be able to follow and apply the techniques and the methods used in these papers.				
Key Skills					
Content	The course will cover recent topics and advances in game theory. It will focus on a topical theme in game theory and will cover recent development in this field. The course will emphasize the relevance to economic problems and the methods and techniques used in the current literature.				
Prerequisites for attending	none				
Course Type	Lecture, Tutorial, etc.			Contact time	Workload [h]
	lecture and tutorial			4 hrs per week	(c) 60 (s) 165
Examination(s)	Type of Examination			Grades	
	written or oral exam			yes	
Special Course Achievements					
Other					

(c) = contact time per term / (s) self study per term

February 2015