

# Game Theory

332121003/MA ECON AM MIT GAMETHEO



## Content and learning outcomes

<b>Content</b>	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.
<b>Learning outcomes</b>	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.

## Teaching and learning methods

Type of course/learning methods	Topic	Language of instruction	Group size	Contact time	Workload [h]
Lecture	Game Theory	English	open	4 hours	60
Self-study					165

## Prerequisites

<b>obligatory</b>	none
<b>recommended</b>	Basic Module <i>Microeconomics</i>

## Degree program allocation

Study Program	obligatory/ elective	Semester
Master of Science Economics Study Field: Microeconomic Theory	elective	2nd
Master of Science Mathematics	elective	2nd

## Requirements for the awarding of credit points (ECTS)

Requirements for the awarding of credit points (ECTS)		Credits
<b>Prerequisites for participation</b>	none	7,5 CP
<b>Types of Assessment (graded, incl. weighting factor)</b>	Written or oral exam or term paper (graded, 100%) - English	
<b>Examination language</b>		

## Course Cycle

Course Cycle	Workload	Duration
Winter term <input type="checkbox"/> Winter and Summer term <input checked="" type="checkbox"/> Summer term <input type="checkbox"/>	225 h	1 Term

## Module coordination

<b>Teaching person</b>	See <a href="https://basis.uni-bonn.de">https://basis.uni-bonn.de</a>
<b>Module coordinator</b>	Prof. Dr. Dezső Szalay
<b>Institute/Department</b>	Department of Economics

## Further Information

<b>(Reading lists, information links etc.)</b>	The recommended literature will be announced at the beginning of the course.
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