

Game Theory

MA ECON AM MIT GAMETHEO



Content and learning outcome

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.
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.

Teaching and learning methods

Type of course/ learning methods	Topic	Language of instruction	Group size	Contact time	Workload [h]
Lecture	Game Theory	English	30	4 hours	60
Self-study					165

Prerequisites

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

Degree program allocation

Study Program/Study Field/Module Number/Lecture Number	obligatory/ elective	Semester
Economics (M.Sc.)/ Microeconomic Theory/332121003/332021003	elective	2 nd
Export*/332192103/332021003		

Requirements for the awarding of credit points (ECTS)

Requirements for participation	ECTS
Prerequisites for participation	7,5 CP
Types of Assessment Examination language	

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

Module coordination

Teaching person	See https://basis.uni-bonn.de
Module coordinator	Prof. Dr. Dezsö Szalay
Institute/Department	Department of Economics

Further Information

Literature	The recommended literature will be announced at the beginning of the course.
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* export into other study programs is only possible if contract between faculties exists