Study programmes: Bachelor – Mathematics

Course name: Game Theory with Applications

Lecturers: Aleksandar Savić

Status: Optional

ECTS: 5

Attendance prerequisites: No preconditions

Course aims: Earning general and specific knowledge from Game Theory.

Course outcome: Knowledge of mathematical models of conflicts and negotiations.

Course content:
Positions games, matrix games, uncooperative games. Games on unit square. Cooperative games. Applications

Literature:
Ritzberger K.: Foundations of non-kooperative games, Oxfor University Press, 2002.
G. Owen: Game theory, Third Edition, Emerald Group Publishig Ltd. 1995.

Number of hours: 4	**Lecures: 2**	**Tutorials: 2**	**Laboratory: -**	**Research: -**

Teaching and learning methods: Frontal / Lectures / Exercises

Assessment (maximal 100 points)

Course assignments	**points**	**Final exam**	**points**
Lectures	5	Written exam	40
Exercises / Tutorials	5	Oral exam	20
Colloquia	30		
Essay / Project	-		