Georg-August-Universität Göttingen **Module M.WIWI-VWL.0150: Game Theory**	6 C 4 WLH

Learning outcome, core skills: The students: • are familiar with the formal definitions in game theory, in particular with the standard mathematical notations, • know basic proofs and proof methods, • can apply abstract solution concepts to concrete problems.	**Workload:** Attendance time: 56 h Self-study time: 124 h

Course: M.WIWI-VWL.0150.Lec **Game Theory** (Lecture) *Contents*: This lecture will cover the material for a first course in game theory on the master level. The lecture will be based on the game-theory text book by Osborne and Rubinstein ("A Course in Game Theory"). The course will cover chapters 2 (Nash Equilibrium), 3 (Mixed, Correlated, and Evolutionary Equilibrium, 6 (Extensive Games with Perfect Information), 11 (Extensive Games with Imperfect Information), and 12 (Sequential Equilibrium).	2 WLH
Course: M.WIWI-VWL.0150.Ex **Game Theory** (Exercise) *Contents*: The exercise will cover parts of the exercises from the text book of the covered chapters.	2 WLH
Examination: Written examination (90 minutes) M.WIWI-VWL.0150.Mp: Game Theory	6 C

Examination requirements: Students need to proof: • the knowledge of formal definitions, their economic interpretations and associated theoretical results, • the ability to formalize strategic interactions with game-theoretic models, • the ability to apply the covered game-theoretic solution concepts.	

Admission requirements: none	**Recommended previous knowledge:** Basic knowledge in game theory
Language: English	**Person responsible for module:** Dr. Stephan Müller
Course frequency: each winter semester	**Duration:** 1 semester[s]
Number of repeat examinations permitted: twice	**Recommended semester:** 1 - 4