

Georg-August-Universität Göttingen Module B.WIWI-VWL.0079: Application of Game Theory to Development Economics	6 C 2 WLH
Learning outcome, core skills: This lecture aims at examining development issues using elementary game theory. Participants will learn how to apply different solution concepts to explain decision of strategic interaction that affect development outcomes.	Workload: Attendance time: 28 h Self-study time: 152 h
Course: B.WIWI-VWL.0079.Lec Application of Game Theory to Development Economics (Lecture) <i>Contents:</i> <ul style="list-style-type: none"> • Development traps and coordination games, • rural poverty development and the environment, • risk, solidarity networks and reciprocity, • agrarian institutions, • savings, credit and microfinance, • social learning and technology adoption, • property rights, governance and corruption, • conflict, violence and development, • social capital. 	2 WLH
Examination: Term Paper (max. 3 pages) B.WIWI-VWL.0079.Mp: Application of Game Theory to Development Economics	2 C
Examination: Oral Presentation (approx. 20 minutes) B.WIWI-VWL.0079.2: Application of Game Theory to Development Economics	4 C
Examination requirements: Students should demonstrate knowledge of solution concepts in game theory. They should be able to model a situation of strategic interaction using game theory.	
Admission requirements: none	Recommended previous knowledge: none
Language: English	Person responsible for module: Prof. Marcela Ibanez Diaz
Course frequency: each winter semester	Duration: 1 semester[s]
Number of repeat examinations permitted: twice	Recommended semester: 3 - 6
Maximum number of students: not limited	