

Minnesota State University Moorhead

POL 317: Strategic Games and Game Theory

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

This course gives students an introductory but solid exposure to the main topics in cooperative and noncooperative game theory. Game theory has two branches: cooperative and noncooperative. Cooperative game theory is used to study strategic decision making when the actors are allowed to make binding agreements to take certain actions; noncooperative game theory is used to study situations where the actors cannot, and the actors choose their actions according to their preferences. Students will participate in representative simulation activities as well as learn the tools to design their own.

B. COURSE EFFECTIVE DATES: 08/22/2011 - 08/01/2016

C. OUTLINE OF MAJOR CONTENT AREAS

None

D. LEARNING OUTCOMES (General)

None

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted