

# Game Theory

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## Game Theory

Game theory is the study of mathematical models for the analysis of strategic interactions between rational agents. Example:

	Normal	High
Normal	$\begin{matrix} & 10 \\ 10 & \end{matrix}$	$\begin{matrix} & 20 \\ 0 & \end{matrix}$
High	$\begin{matrix} & 0 \\ 20 & \end{matrix}$	$\begin{matrix} & 5 \\ 5 & \end{matrix}$

Keywords: strategic games, mechanism design, coalitional games

# Game Theory

## *Course Characteristics*

- Analysis and discussion of formal models of real-world concepts
- Focus on textbook material in mathematical economics
- Full information available on my website

## *Assessment*

- Lots of problem solving / proofs, mathematical maturity expected
- No programming required, though some possible
- Assessment: homework + exam

## *Related Courses*

- Computational Social Choice (by me)
- Algorithmic Game Theory (by Guido Schäfer)
- Seminar Economics and Computation (by Rebecca Reiffenhäuser)