

Georg-August-Universität Göttingen Modul M.WIWI-VWL.0080: Selected Problems in Economics VI: Advanced Game Theory		3 Credits 2 SWS
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.		
Course: 1. Advanced Game Theory (lecture), every two weeks 2. Advanced Game Theory (exercise), every two weeks Students will have to apply the theoretical concepts studied in the lecture to solve the problem sets covered in the exercises.		1 SWS 1 SWS
Examination: Written examination (90 Minutes)		
Exam requirements: Students need to proof an advanced understanding of game theoretic concepts and their applications.		
Admission requirements: none	Recommended previous knowledge: Modul „Einführung in die Spieltheorie“	
Language: english	Person responsible for module: Dr. Stephan Müller	
Course frequency: One-time	Duration: 1 Semester	
Maximum number of students: -	Recommended Semester: 1 - 4	