

ECON 546. GAME THEORY.

Credits: 3

Offered by: Economics (Faculty of Arts)

This course is not offered this catalogue year.

Description

This course introduces students to game theory, the branch of the social sciences that focuses on the formal modelling and analysis of human interactions and strategic behaviour. Basic concepts in cooperative and non-cooperative games are applied to economic models.

- Prerequisite: ECON 230 or ECON 250
- Restriction: Not open to students who have taken ECON 446. Open to advanced undergraduate students

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