

Study programmes: PhD – Mathematics, Applied Mathematics			
Course name: Game Theory			
Lecturers: Aleksandar Savić			
Status: Optional			
ECTS: 9			
Attendance prerequisites: No preconditions			
Course aims: Earning general and specific knowledge from Game Theory.			
Course outcome: Knowledge of mathematical models of conflicts and negotiations.			
Course content: Positions games, matrix games, uncooperative games. Games on unit square. Cooperative games. Applications			
Literature: Ritzberger K.: <i>Foundations of non-cooperative games</i> , Oxford Owen: <i>Game theory</i> Мулен: <i>Теорија игара са применама у економији</i> (руски) Vorobiev: <i>Teorija igr</i>			
Number of hours: 10	Lecures: 4	Research: 6	
Teaching and learning methods: Lectures, consultations, seminar works			
Assessment (maximal 100 points)			
Course assignments	points	Final exam	points
Lectures		Written exam	-
Exercises / Tutorials		Oral exam	70
Colloquia			
Essay / Project	30		