Learning objectives of the subject

- To discover the subject and methodology of Game Theory, a branch of Operations Research devoted to the analysis of conflicts of interest.
- To realize the convenience of applying Game Theory to solve problems of management decision making, illustrated by means of examples of this field.

Study load

<table>
<thead>
<tr>
<th>Total learning time: 75h</th>
<th>Hours large group: 27h</th>
<th>36.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self study:</td>
<td>48h</td>
<td>64.00%</td>
</tr>
</tbody>
</table>
The final mark will be obtained by weighting activities as follows:
- Exercises, weight: 20%
- Examinations, weight: 40% each

Examinations will be at individual level. Exercises might be occasionally allowed to be solved by small groups

**Bibliography**

**Basic:**