Degree competences to which the subject contributes

To Show the students different tools to take decisions. To stablish the basis to capacitate student to formalize problems, and decision processeses.

A secondary objective of the subject is to complement other decision methods that the student has studied in different subject.
# 820070 - JD - Games and Decisions

## Study load

<table>
<thead>
<tr>
<th></th>
<th>Hours large group:</th>
<th>Hours medium group:</th>
<th>Hours small group:</th>
<th>Guided activities:</th>
<th>Self study:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total learning time:</strong></td>
<td>150h</td>
<td>45h</td>
<td>0h</td>
<td>15h</td>
<td>90h</td>
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<tr>
<td><strong>Learning time:</strong></td>
<td>29h</td>
<td></td>
<td></td>
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<tr>
<td>Theory classes:</td>
<td>9h</td>
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<tr>
<td>Laboratory classes:</td>
<td>3h</td>
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<tr>
<td>Self study:</td>
<td>17h</td>
<td></td>
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</tbody>
</table>

## Content

### Single Person decision-making

*Learning time: 29h*

- Theory classes: 9h
- Laboratory classes: 3h
- Self study: 17h

### Decision Trees

*Learning time: 29h*

- Theory classes: 9h
- Laboratory classes: 3h
- Self study: 17h

### Utility and evaluation of alternatives

*Learning time: 29h*

- Theory classes: 9h
- Laboratory classes: 3h
- Self study: 17h

### Zero-Sum games

*Learning time: 31h 30m*

- Theory classes: 9h
- Laboratory classes: 3h
- Self study: 19h 30m

### Cooperative games

*Learning time: 31h 30m*

- Theory classes: 9h
- Laboratory classes: 3h
- Self study: 19h 30m
Qualification system

Evaluation is performed by solving small exercises during the classes, student presentations and guided exercises.

Bibliography

Basic:


Complementary:
