ECON6320 - Game Theory for the Social Sciences

ECON 6320 Game Theory for the Social Sciences (3 semester hours) Non-technical survey of game theory and its applications in the social sciences. Introduction to concepts such as dominant strategies, Nash equilibrium, evolutionary stability, repeated games, and games with incomplete information. Applications include collective action, conflict, bargaining, the evolution of altruism and cooperation, and signaling. (3-0) R (2016-02-05 21:39:45)