

Game Theory - course description

| General information | |
|---------------------|---|
| Course name | Game Theory |
| Course ID | 11.1-WK-MATP-TG-W-S14_pNadGen0YJQH |
| Faculty | Faculty of Mathematics, Computer Science and Econometrics |
| Field of study | Mathematics |
| Education profile | academic |
| Level of studies | First-cycle studies leading to Bachelor's degree |
| Beginning semester | winter term 2020/2021 |

| Course information | |
|---------------------|----------|
| Semester | 4 |
| ECTS credits to win | 6 |
| Course type | optional |
| Teaching language | polish |
| Author of syllabus | |

| Classes forms | | | | | |
|----------------|--------------------------------|----------------------------|--------------------------------|----------------------------|--------------------|
| The class form | Hours per semester (full-time) | Hours per week (full-time) | Hours per semester (part-time) | Hours per week (part-time) | Form of assignment |
| Lecture | 30 | 2 | - | - | Exam |
| Class | 30 | 2 | - | - | Credit with grade |

Aim of the course

IN PREPARATION

Prerequisites

Scope

Teaching methods

Learning outcomes and methods of theirs verification

| Outcome description | Outcome symbols | Methods of verification | The class form |
|---------------------|-----------------|-------------------------|----------------|
| No outcomes found | | | |

Assignment conditions

Recommended reading

Further reading

Notes

Modified by dr Alina Szelecka (last modification: 18-09-2020 13:45)

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