POLITICAL GAME THEORY

Lecturer: **Dr. József Zoltán Málik** - Institute of Political Science (ELTE)

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Game theory is a systematic study of strategic interactions. This course is an introduction to game theory, the study of strategic behaviour among parties having opposed, mixed or similar interests. It presents the basic concepts and analytical tools of elementary game theory in a way that allows the student to apply them in real life situations. The primary focus is on applications with political relevance. There are no formal prerequisites for the course, but some aptitude for logical reasoning and basic maths are recommended. (On the course a free, interactive computer program will be used as technical tool).

Course outline:

Block 1: Methodology

1. Game Theory as a Method to Explore Social Situations
2. Games and Decisions
3. How to Solve Games?
4. How does a Game-Solver Software work?

Block 2: Games and Society

5. Conflicts
6. Coordination Mechanisms
7. Cooperative Games
8. Negotiations

Educational Resources:

Lecture Notes, Readings, Videos can be found on the homepage of the course at http://malikdolgozat.uw.hu/gametheory.html

Assessment:

- ✓ Regular attendance (students are allowed to cut two classes in the semester).
- ✓ Two written examinations after the two blocks (that is, a midterm and a final examination paper). They will be as homeworks with due time (1 week). The first exam will test the understanding of methodology, the second will be more creative including complex problems from everyday life. The weights of both papers are equally important /50-50%/ in getting the final grade.