

THE CHINESE UNIVERSITY OF HONG KONG
Department of Mathematics
UGEB2530 Games and Strategic Thinking

Students will be divided into groups of 7-8 students by themselves. The number of students in a group from any single program cannot exceed 3. The names of the group members should be submitted on or before Feb 16. Students who cannot join any group before that day will be assigned to a group by the instructor of the course. The group member list will be posted on the course webpage on Feb 17. It is the responsibility of the students to check that his/her name is on the correct group. Each group should **submit a report** and **give a presentation** on the report at the end of the semester. The report could be written in either English or Chinese. There is no strict limit for the length of the report. Students should submit their report on or before April 16 (Thursday). Late submission will lead to a deduction of at least 20% of the marks. Each group is required to give a presentation on the report on Mar 23 or 30. The duration of the presentation is expected to be 25 mins including Q&A.

The title and a brief introduction of the report should be submitted for approval on or before Mar 9. Students may choose any topic related to the content of the course. Examples of topics include study of a combinatorial game, mathematical theory behind a game, application of game theory in real life examples, cooperative games in daily life etc. More examples and guidelines will be given during the lectures.

Important dates

Feb 16:	Submission of group member list
Mar 9:	Submission of report title and introduction
Mar 23 & 30:	Presentation
April 16 (Thursday):	Submission of report

References

1. Philip D. Straffin: Game Theory and Strategy, Mathematical Association of America, 1993.
2. Peter Morris: Introduction to game theory, Springer-Verlag, 1994.
3. Martin J. Osborne: An introduction to game theory, 2003.
<http://www.economics.utoronto.ca/osborne/igt/index.html>
4. Avinash K. Dixit and Susan Skeath: Games of Strategy, 2004.
5. Roy Gardner, Hoboken, NJ: Games for business and economics, c2003.
6. Ken Binmore: Fun and Games - A Text on Game Theory, 1992.

