

Notebook

August 10, 2017

1 Assessment

There are two components of assessment in this course:

- Individual coursework (25%)
 - Exam (75%)
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1.1 Individual coursework

Write a 2 page (**strict** upper limit) report that illustrates an aspect of game theory using a programming language.

You are free to use any software you want.

1.1.1 Marking criteria

- Scope 50%: Your understanding of the subject.
- Presentation 25% - How well written it is.
- Code 25% - Your use of code.

The choice of subject is yours, here are two potential general subjects:

Prove and illustrate a theorem from the notes (or otherwise); Model a real world scenario using game theory.

1.2 Exam

This will be a standard 3rd year Cardiff University, School of Mathematics exam: you will choose 3 questions from a collection of 4.

Each question will be out of 25 marks. This is to be seen to roughly correspond to:

- 10 marks covering aspects directly seen in the notes (proving seen theorems, performing similar calculations;
- 10 marks extending things seen in the notes (proving similar theorems, considering particular games);
- 5 marks on unseen materials

A slight particularity of the course is that it is possible that you are asked questions about current contemporary research based on the papers discussed in <http://vknight.org/gt/chapters/13/>