

Playing Games: A Case Study in Active Learning

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Abstract

A paper about active learning and using some example of this in a class on Game Theory

1 Introduction

- Describe active learning briefly;
- Describe variety of techniques
- Mention lack of how to's
- Describe structure of paper

2 Overview of Active Learning

- reference literature
- show some results

3 An exemplar: a course in game theory

- Discuss other examples of how game theory is taught
- Describe this course
- Give description of the general philosophy of the course (no content: purely examples, which give data for games)

3.1 Mixed strategies

- Some of the theory
- Playing v machine
- RPSLS tournament

3.2 Repeated and random games

- The theory
- Tournaments: 1, 2 and 3.

3.3 Cooperative games

- The theory
- Explain the idea.

4 Summary

- Give some examples of feedback.
- Mention how methods could be applied to other courses.
- Certain class management ideas (mainly that I will not speak first a lot of the time) j- Not sure if this is useful.