

[Game Theory and Recreational Mathematics/](#) [Module information](#)  
/ Teaching schedule

# Teaching schedule

Provisional, subject to change.

Note classes are 2 hours on a Tuesday for 9 weeks, then 3 hours on a Monday for 3 weeks.

After an introduction week, we basically have four weeks of game theory techniques, then four weeks of combinatorics techniques, then three weeks deepening both topics ahead of the exam.

Weeks	Topic
1	Introduction to game theory and recreational mathematics
2	Impartial games
3	Partizan games
4	Game tree search
5	Matrix games
6	Combinations and permutations
7	Recurrence relations

<sup>8</sup> <b>Weeks</b>	<b>Generators</b>	<b>Topic</b>
9	Counting up to symmetry	
10-12	Further practice and exam prep	