

[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 |

| 8 Weeks | Inclusion-exclusion and generators and enumerators |
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| | Topic |
| 9 | Counting up to symmetry |
| 10-12 | Further practice and exam prep |