Game Theory and Recreational Mathematics/ Module information / Assessment overview

Assessment overview

Coursework

Each week from weeks 2-9 we will cover some mathematical techniques and there will be a worksheet. During and after the class, you are asked to complete all questions on the worksheet and submit this to Blackboard.

After week 9, I will mark one question from each worksheet, and your best 7 of 8 of these marks will comprise 25% of the coursework for the Further Topics module.

Answers or partial answers to the worksheet will be released on the Monday following the relevant class and any submissions made after answers are released will not be accepted.

I will not announce in advance which question will be marked, and if you hand in a set of answers that does not include the chosen question you will receive a mark of zero for that worksheet.

Schedule of worksheets

Week	Topic	Class date	Answers released
2	Impartial games	Tue 28th	Mon 3rd

Week	Topic	Class date	Answers released
		Jan	Feb
3	Partizan games	Tue 4th Feb	Mon 10th Feb
4	Game tree search	Tue 11th Feb	Mon 17th Feb
5	Matrix games	Tue 18th Feb	Mon 24th Feb
6	Combinations and permutations	Tue 25th Feb	Mon 3rd Mar
7	Recurrence relations	Tue 4th Mar	Mon 10th Mar
8	Inclusion-exclusion and generators and enumerators	Tue 11th Mar	Mon 17th Mar
9	Counting up to symmetry	Tue 18th Mar	Mon 24th Mar

Exam

50% of the Further Topics exam is game theory and recreational mathematics

100% of the Further Topics exam is game theory and recreational mathematics. There will be four questions, two on game theory and two on combinatorics, and you will be required to answer two questions.

The techniques to be examined will be covered in weeks 2-9, and reinforced in greater depth and with further examples in weeks 10-12.