

# Game Theory

## Course Program

**Monday, March 16, 2026**

**Na Florenci 25, F114 (1<sup>st</sup> floor)**

- 09.00 – 10.30 Introduction – basic concepts: explicit and normal form games
- 10.45 – 12.15 Two-person non-cooperative games, equilibrium concept
- 13.45 – 15.15 Bimatrix games, methods for equilibrium strategies search
- 15.30 – 17.00 Bimatrix games, further methods

**Tuesday, March 17, 2026**

**Konviktská 30, K410 (4<sup>th</sup> floor)**

- 09.00 – 10.30 Antagonistic conflict, matrix games
- 10.45 – 12.15 Repeated games
- 13.30 – 15.30 Two-person cooperative games without transferable payoffs

**Wednesday, March 18, 2026**

**Na Florenci 25, F112 (1<sup>st</sup> floor)**

- 10.00 – 11.30 N-person cooperative games – imputations, core
- 11.45 – 13.30 Shapley value

**15:15            Excursion: National Technical Museum, Kostelní 42, Prague 8**

**Thursday, March 19, 2026**

**Na Florenci 25, F112 (1<sup>st</sup> floor)**

- 13.15 – 14.45 Shapley value – cont., power indices

**Na Florenci 25, F210 (2<sup>nd</sup> floor)**

- 15.00 – 16.30 Nucleolus, bankruptcy problem

**Friday, March 20, 2026**

**Na Florenci 25, F008 (ground floor)**

- 8.45 – 10.15 Individual and group decision making
- 10.30 – 13.00 Assessment, final discussion

**17:00            Farewell dinner – Jugoslávských partyzánů 1580/3, Prague 6**

**Lecturer:** Magdalena Hykšová

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