

Game Theory

Course Program

Monday, November 17, 2025

Na Florenci 25, F114 (1st 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, November 18, 2025

Na Florenci 25, F112 (1st floor)

- 09.00 – 10.30 Antagonistic conflict, matrix games
- 10.45 – 12.15 Repeated games – introduction

Wednesday, November 19, 2025

Konviktská 20, K409 (4th floor)

- 08.30 – 09.45 Repeated games, evolutionary games
- 10.00 – 11.30 Two-person cooperative games without transferable payoffs
- 11.45 – 13.15 N-person cooperative games – imputations, core, Shapley value

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

Thursday, November 20, 2025

Horská 3, A324 (building A, 3rd floor)

- 8.30 – 09.45 Shapley value – cont., power indices
- 10.00 – 11.15 Nucleolus, bankruptcy problem
- 11.30 – 12.45 Utility theory, individual decision making

Horská 3, A345 (building A, 3rd floor)

14.45 – Consultations

Friday, November 21, 2025

Na Florenci 25, F118 (1st floor)

- 8.45 – 10.00 Group decision making
- 10.15 – 13.00 Assessment, final discussion

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

Lecturer: Magdalena Hykšová

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