GAME THEORY AND BUSINESS IMPLETIAON									
1	Course Title:	GAME T	HEORY AND BUSINESS IMPLETIAON						
2	Course Code:	IMD5332	2						
3	Type of Course:	Optional							
4	Level of Course:	Second	Cycle						
5	Year of Study:	1							
6	Semester:	2							
7	ECTS Credits Allocated:	6.00							
8	Theoretical (hour/week):	3.00							
9	Practice (hour/week):	0.00							
10	Laboratory (hour/week):	0							
11	Prerequisites:								
12	Language:	Turkish							
13	Mode of Delivery:	Face to f	ace						
14	Course Coordinator:	Yrd.Doç.	Dr. MÜSLÜM BASILGAN						
15	Course Lecturers:								
16	Contact information of the Course Coordinator:	ve Ticare	Iniversitesi İnegöl İşletme Fakültesi Uluslararası İşletmecilik t Bölümü. 4 26 95- muslumbasilgan@uludag.edu.tr						
17	Website:								
18	Objective of the Course:	The aim of the course is to teach how to determine the optimal strategies regarding spesific or unspesific situations.							
19	Contribution of the Course to Professional Development:								
20	Learning Outcomes:								
		1	To learn the general concepts of game theory.						
		2	Gains the skill of reaching right decisions according to the behaviors of his opponents.						
		3	Knows when to expect or not to expect collaborative behaviors from other players.						
		4	Learns how to use game theory in foreign trade.						
		5							
		6							
		7							
		8							
		9							
21	Course Content:	الا							
Z I	Course Content: Course Content:								
Week	Theoretical		Practice						
1	General concepts about game theory	/							
2	Evolution of game theory throughout								
3	Games in normal forms								
4	Dominance								
5	Nash Equilibrium								

6	Games	in expa	anding	form	ska											
7	Games in expanding formska Mixes strategies															
8	Repetitive Games															
9	The optimal reaction function															
10	Dynamic Games with Full Information															
11	,															
12	Bargaining Theory Auctions															
13																
	The analysis of international cartels,quotas and customs union with game theory															
14	The analysis of international transfers and global prices with game theory															
22	Textbooks, References and/or Other Materials:						(O)	1.Osborne, M. J. 2004; An Introduction to Game Theory, Oxford University Press, USA. 2. Yılmaz, E. 2009; Oyun Teorisi, Literatür Yayıncılık.								
23	Assesm	nent														
TERM L	EARNING ACTIVITIES NUMBE						W	WEIGHT								
Midtern	erm Exam 1						40	.00								
Quiz	0						0.0	0.00								
Home v	work-project 0						0.0	0.00								
Final E	• •						60	60.00								
Activit	Activites							Number Duration (hour) Total W Load (h								
Theore	heoretical ontribution of Final Exam to Success Grade							60.00				42.00				
	ntribùtion of Final Exam to Success Grade lacticals/Labs										0.00			0.00		
Self stu								\blacksquare	14						28.00	
Homew	study and preperation Seuroment and Evaluation Techniques Used in the Neworks													0.00		
Pr 2 idect	PCT ECTS / WORK LOAD TABLE							0			0.00			0.00		
	d Studies							_	0			0.00			0.00	
	erm exams								1			20.00			20.00	
Others									0			0.00			0.00	
Final E								1			30.00	30.00			30.00	
Total W	Il Work Load									120.00						
	ork load														4.00	
ECTS (Credit of the Course 6.00															
25			CON	TRIE	UTIO	N OI					OME	S TO I	PROC	RAM	ME	
QUALIFICATIONS																
	PQ	1 PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1	PQ11	PQ12	PQ1	PQ14	PQ15	PQ16
ÖK1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		<u> </u>	 0- i	earr	ina C)hier	tive	<u> </u>	DO: D	rogra	 m Ωιι	alifica	tions	<u> </u>	1	
LO: Learning Objectives PQ: Program Qualifications																

Contrib	1 very low	2 low	3 Medium	4 High	5 Very High
ution					
Level:					