



# EL2750 Games, Decisions and Information 7.5 credits

Spel, beslut och information

This is a translation of the Swedish, legally binding, course syllabus.

If the course is discontinued, students may request to be examined during the following two academic years

## Establishment

Course syllabus for EL2750 valid from Spring 2010

## Grading scale

P, F

## Education cycle

Second cycle

## Main field of study

Electrical Engineering

## Specific prerequisites

See course homepage at [www.ee.kth.se/control](http://www.ee.kth.se/control)

## Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

## Intended learning outcomes

The aim of this course is to give the students a basic understanding of game theoretical concepts and the role of information in decision making, and to show possibilities for the use of game theory in systems engineering and social sciences.

## Course contents

See course homepage at [www.ee.kth.se/control](http://www.ee.kth.se/control)

## Disposition

See course homepage at [www.ee.kth.se/control](http://www.ee.kth.se/control)

## Course literature

See course homepage at [www.ee.kth.se/control](http://www.ee.kth.se/control)

## Examination

- PRO1 - Project, 7.5 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

Problem based

## Other requirements for final grade

Homework

## Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.

