



F1N5307 Application of Game Theory in Real Estate Economics 7.5 credits

Spelteori tillämpad inom fastighetsekonomi

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 F1N5307 valid from Autumn 2010

Grading scale

Education cycle

Third cycle

Language of instruction

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

Intended learning outcomes

The primary purpose of this course is to describe and analyse how game theory has been used and can be used in the area of real estate economics (or related areas).

Course contents

Basic concepts and results in game theory.

Applications to e.g. broker-client relations, the relations between developer and land-owners, the relation between contractor and client in construction projects and between the local government and a developer/land-owner.

Specific prerequisites

Admission to postgraduate studies.

Course literature

Gibbons R "Game theory for applied economists" Princeton University Press or equivalent literature.

Articles.

Examination

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.

A written examination.

Active participation and presentation in the seminars.

Term paper with analysis of selected papers.

Other requirements for final grade

A written examination.

Active participation and presentation in the seminars.

Term paper with analysis of selected papers.

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.

