

Georg-August-Universität Göttingen Module M.WIWI-VWL.0137: Seminar Games in Economic Development		6 C 2 WLH
Learning outcome, core skills: This seminar aims at training students in the use of game theory to understand development economics. Participants will learn how situations of strategic interaction can be modelled using game theory. We will discuss recent empirical applications of game theory to study land, labor and credit markets, collective action, conflict and violence.		Workload: Attendance time: 28 h Self-study time: 152 h
Course: M.WIWI-VWL.0137.Sem Seminar Games in Economic Development (Seminar) Contents: Suggested areas of research: • development traps and coordination games, • rural poverty development and the environment, • risk, solidarity networks and reciprocity, • agrarian institutions, • savings, credit and microfinance, • social learning and technology adoption, • property right, governance and corruption, • conflict, violence and development, • social capital.		2 WLH
Examination: Presentationen (ca. 40 minutes) with written elaboration (max. 10 pages) M.WIWI-VWL.0137.Mp: Seminar Games in Economic Development Examination prerequisites: Regular attendance		6 C
Examination requirements: Students have to give a presentation on a pre-assigned reading. Students should discuss the reading and critically assess the state of the art. We expect that students will be able to suggest new avenues.		
Admission requirements: none	Recommended previous knowledge: none	
Language: English	Person responsible for module: Prof. Dr. Marcela Ibanez Diaz	
Course frequency: each winter semester	Duration: 1 semester[s]	
Number of repeat examinations permitted: twice	Recommended semester: 1 - 2	
Maximum number of students:		

not limited	
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