

Mathematics 420 Spring 2006**CLASS SCHEDULE AND ASSIGNMENTS**

MONDAY	WEDNESDAY	FRIDAY
4/3 Introduction to Game Theory Matrix Games: Dominance	4/5 Matrix Games: Saddle Points and Mixed Strategies	4/7 Applications
4/10 Game Trees Competitive Decision Making	4/12 Utility Theory Games Against Nature	4/14 Nash Equilibria Prisoner's Dilemma
4/17 Trust and Suspicion	4/19 Strategic Moves	4/21 Evolutionary Stable Strategies
4/24 Nash Arbitration Scheme Management & Labor Arbitration	4/26 Duopoly Problem	4/28 Exam 1 Two-Person Games
5/1 Explanation of Presentation Topics	5/3 Introduction to N-Person Games Strategic Voting	5/5 N-Person Prisoner's Dilemma Application to Athletics
5/8 Imputations, Domination and Stable Sets	5/10 The Core	5/12 Power Indices
5/15 Card Games	5/17 Nim	5/19 TTT
5/22 TTT	5/24 Exam 2 on Tic-Tac-Toe and N-Person Games	5/26 Prep for Presentations
5/29 Memorial Day	5/31 ACADEMIC EXCELLENCE DAY	6/2 Presentation Day
6/5 Presentation Day	6/7 Presentation Day	6/9 Quiz on Presentations