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②国玄東華大學

教學計劃表 Syllabus

		教学	三計劃表	Sy I	labus					
	名稱(中文) me in Chinese	對局論			學年/學期 Academic Year/Sem	學年/學期 Academic Year/Semester				
	名稱(英文) me in English	Game Theory								
	-目代碼 rse Code				開課單位 Course-Offering Department	應用數學系				
	修別 Type	選修 Elective	0/3.0							
	課教師 structor	/黄延安								
先修課程 Prerequisite										
		課	程描述 Cours	se Descri	ption					
建立對局論的基礎,介紹合作與不合作對局論。課程偏重在合作對局論。將介紹在TU對局與NTU對局上的幾個熟悉的解,並以公設化理論及動態理論來處理它										
		課	程目標 Cour	se Objec	tives					
建立對局論	的基礎。(Introdu	ction of game	theory)							
	Cor	課程目標與系專業能 力相關性 Correlation between Course Objectives and Dept.'s Education Objectives								
A 具備専 reason		能力。Have well-f	Counded experti	se and be	capable of logical		\bigcirc			
B Be ab	B習其它學科的能力 le to study other e future.			duct inte	rdisciplinary research		•			
C 具備獨立思考與解決問題的能力。 Be capable of independent thinking and have the problem-solving skills.										
					ゥーニュー 中度相關 Moderately	corre	lated			
		授課進	度 表 Teachin	g Schedu	le & Content					
週次Week		內容 Subject/Topics				備註Remarks				
1	1 Introduction									
2	Non-cooperative	e game								
3	Shapley value (
4	Shapley value ((2))							
5	5 Shapley value(3)									
6	期中考									
7	7 Core (1)									
	i .					•				

8	core (2)							
9	prekernal							
10	Bargaining set, prenucleolus, stable set							
11	Bargaining set, prenucleolus, stable set							
12	NTU games							
13	Shapley solution							
14	Harsanyi solution							
15	monotonic solution							
16	NTU core							
17	期末考試週 Final Exam							
18	自主學習							
教學策略 Teaching Strategies								
✓ 課堂講授 Lecture								
	教學創新自評Teaching Self-Evaluation							
創新教學(Innovative Teaching)							
問題導向學習(PBL) ■ ■體合作學習(TBL) ■ 解決導向學習(SBL)								
翻轉教室 Flipped Classroom								
社會責任(Social Responsibility)								
在地實踐Community Practice								
跨域合作(Transdisciplinary Projects)								
跨界教學Transdisciplinary Teaching 跨院系教學Inter-collegiate Teaching								
業師合授 Courses Co-taught with Industry Practitioners								
其它 other:								

學期成績計算及多元評量方式 Grading & Assessments									
配分項目	配分比例 Percentage	多元評量方式 Assessments							
Items		測驗 會考	實作 觀察	口頭 發表	專題 研究	創作 展演	卷宗 評量	證照 檢定	其他
平時成績 General Performance	20%		~						
期中考成績 Midterm Exam	40%	~							
期末考成績 Final Exam	40%	~							
作業成績 Homework and/or Assignments									
其他 Miscellaneous									

評量方式補充說明

Grading & Assessments Supplemental instructions

教科書與參考書目(書名、作者、書局、代理商、說明)

Textbook & Other References (Title, Author, Publisher, Agents, Remarks, etc.)

Game Theory, by Guillermo Owen

課程教材網址(含線上教學資訊,教師個人網址請列位於本校內之網址)

Teaching Aids & Teacher's Website(Including online teaching information.

Personal website can be listed here.)

其他補充說明(Supplemental instructions)