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| **ΜΑΘΗΜΑ “Θεωρία Παιγνίων» ΑΙΕ806** | |
| **code** | **ΑΙΕ806** |
| **title** | Game Theory |
| **type (compulsory/optional)** | optional |
| **cycle (first/second/third)** | first |
| **year of study when the component is delivered (if applicable)** | 4rd |
| **semester/trimester when the component is delivered** | spring |
| **number of ECTS credits allocated** | 5 |
| **name of lecturer(s), with information about how, when and where to contact them.** | Ioannis Refanidis |
| **learning outcomes** |  |
| **mode of delivery (face-to-face/distance learning etc.)** | face to face |
| **prerequisites and co-requisites (if applicable)** |  |
| **course content** |  |
| **recommended or required reading and other learning resources/tools** |  |
| **planned learning activities and teaching methods** | lectures |
| **assessment methods and criteria** | written exams |
| **language of instruction** | Greek or English (in case there are Erasmus students) |