

# Evolution and the theory of games, fall 2011

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## News

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## Lecturer

[Stefan Geritz](#)

## Scope

5 cu.

## Type

Advanced studies

## Lectures

Weeks 44-50, Tuesday 14-16 B321, Thursday 14-16 C122. Two hours of exercise classes per week.

## Exams

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## Bibliography

We do not follow any particular book, but parts of the course are taken from the following books which anyway are recommended as background reading:

- "Game theory evolving: a problem-centered introduction to modeling strategic interaction" by Herbert Gintis, 2009, 2nd edition, Princeton University Press.
- "Evolution and the theory of games" by John Maynard Smith, 1982, Cambridge University Press.

Furthermore, I'll try to put my own notes on the course webpage, bit by bit, and most probably only after each lecture

## Notes

[01-11-2011](#) / [03-11-2011](#) / [08-11-2011](#) / [10-11-2011](#) / [15-11-2011](#) / [17 & 22-11-2011](#) / [24-11-2011](#) / [29-11-2011](#) / [01-12-2011](#) / [08-12-2011](#)

## Exercises

[11-11-2011](#) / [18-11-2011](#) / [25-11-2011](#) / [02-12-2011](#) / [13-12-2011](#)

## Registration

Did you forget to register? [What to do.](#)

## Exercise groups

Group	Day	Time	Place	Instructor
1.	Fri	10-12	B321	<a href="#">Jaakko Toivonen</a>