

<b>Subject title: Game Theory and Business Decision-Making</b>			
<b>Subject status</b>	<b>Semester</b>	<b>Credit value</b>	<b>Teaching load</b>
Elective	I	6	2L+2T
Study programme: MBA in Management, Finance and Agribusiness			
Responsible staff: Laszlo Kozar, UD and Radisav Jovovic, UM			
Pre-requisite: Nil			
Objectives:			
Learning approach:			
Lectures:	30 hours		
Individual work/team work:	30 hours		
	<hr style="width: 20%; margin: 0 auto;"/> 60 hours		
Assessment:			
Written exam: 70%			
Individual assignments: 30%			
SYLLABUS:			
<ul style="list-style-type: none"> <li>• Analysis of a business position, defining the objectives of the enterprise, formulating the company's strategy.</li> <li>• Recognizing through one's own experience how business risk looks like in a practical situation</li> <li>• Creating an adaptive strategy</li> <li>• Practicing tactical decision-making</li> <li>• Using simulation games to improve students' skills of collecting, handling and using information for decision-making</li> <li>• Features of simulations</li> <li>• Running simulations</li> <li>• Case studies</li> <li>• Consultation on the Individual assignment</li> </ul>			
Reading list and references:			
The Game Manual			