

## STRATEGIC DECISION MAKING

### 1. MODULE SUMMARY

#### Aims and Summary

The aim of the course is to introduce basic concepts of decision making under uncertainty and strategic environment.

#### Module Size and credits

|                                  |  |
|----------------------------------|--|
| <b>ECTS points</b>               | 5  |
| <b>Total student study hours</b> | 125  |
| <b>Number of weeks</b>           | 12   |
| <b>School responsible</b>        | Lazarski University, Faculty of Economics and Management |
| <b>Academic Year</b>             | 2022-2023  |

#### Entry Requirements (pre-requisites and co-requisites)

Microeconomics.

#### Excluded Combinations

None

#### Composition of module mark (including the weighting of components)

Final examination (50%) and mid-term exam (50%).

#### Pass requirements

To pass the course, a student must score at least 40% of the overall weighted average and not less than 35% for each assessment component (i.e. coursework and final exam). Re-assessment: coursework component and/or examination as appropriate.

#### Special Features

None

#### Course stages for which this module is mandatory

None

#### Course stages for which this module is a core option

MSc in International Business Economics , Year 2

### 2. TEACHING, LEARNING AND ASSESSMENT

#### Intended Module Learning Outcomes

On completion of this module a student should be able to:

1. Understand basic concepts of decision making under uncertainty, incl. von Neumann-Morgenstern expected utility function
2. To construct and use decision trees
3. Understand basic concepts of game theory
4. Analyze simple games
5. Understand strategic moves

### **Indicative Content**

- Choice under uncertainty
- Decision making under uncertainty
- Value of information
- Basic ideas and terminology of game theory
- Games with sequential moves, the extended form of a game
- Games with simultaneous moves
- Mixed strategies
- Prisoners' dilemma
- Strategic moves

### **Teaching and Learning**

This module will be taught by means of lectures (75%) and games (25%). Formative Assessment: Comments will be given on assessments, and tutorial guidance will be provided for coursework and exam. Student activity and time spent on each activity comprises:

|                    |          |       |
|--------------------|----------|-------|
| <b>Guided</b>      | 0 hours  | (0%)  |
| <b>Lecture</b>     | 30 hours | (24%) |
| <b>Self-guided</b> | 95 hours | (76%) |
| <b>Seminar</b>     | 0 hours  | (0%)  |
| <b>Workshop</b>    | 0 hours  | (0%)  |

**Total**

125 hours

**Method of Assessment (normally assessed as follows)**

The intended learning outcomes will be assessed as follows:

Final examination (50%) will assess ALL learning outcomes, coursework (50%) will assess learning outcomes 1 through 3.

**Date of last amendment**

25.09.2015

**3. MODULE RESOURCES**

A. Dixit, S. Skeath, D. Reiley, *Games of Strategy*, 4th ed., W.W. Norton, 2015

H. Varian, *Intermediate Microeconomics*, 7<sup>th</sup> ed, Norton

F. W. Samuelson, G. S. Marks, *Managerial Economics*, 7<sup>th</sup> ed., John Wiley and Sons 2006 or 8<sup>th</sup> ed., 2014 **Required Equipment** None.

**4. MODULE ORGANISATION**

**Module leader**

**Name** Mgr. Iana Okhrimenko

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**Length and month of examination**

110 mins in January

**Expected teaching timetable slots**

No timetable information available