AI3: Computational Game Theory

The course covers the basics of game theory, including classic games and their security applications.

Popularized by movies such as "A Beautiful Mind," game theory is the mathematical modelling of strategic interaction among rational (and irrational) agents. Beyond what we call `games in common languages, such as chess, poker, soccer, etc., it includes modelling conflict among nations, political campaigns, competition among firms, and trading behaviour in markets such as the NYSE.

SSG Funding support is available for this course:
- Fees before SSG funding and GST is S$1,800.00
- Singapore Citizens (SCs) and Permanent Residents, (Up to 70% funding)
- SCs aged ≥ 40 years old will enjoy the SkillsFuture Mid-career Enhanced Subsidy, (Up to 90% funding)
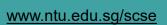
Register Now

Bo An
Professor, SCSE, NTU

Prof Bo An is a renowned researcher in Artificial Intelligence (AI) and a distinguished educator in Computer Science. He is widely recognised as one of the most prominent figures in AI research due to his significant contributions to AI, multi-agent systems, computational game theory, and reinforcement learning.

Class Schedule
04 May (Sat) – 11 May (Sat)
Live online sessions on two Saturdays (9:30 am - 11:30 am)
Live E-consultation on Wednesday (7:30 pm – 9.00 pm)
Additional online learning resources provided for self-paced learning

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