## MAE207: Game Theory for Engineers Final project presentations

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The project will be orally presented to the class according to the schedule below. You can use slides, write on the board, or a combination of both. Allotted time per student is 25 minutes, plan for a little bit less so that you can accommodate questions.

The criteria for evaluation are: (i) when presenting, clarity of the presentation (concepts, results, examples), understanding of the content, and handling of questions, (ii) when listening to a presentation, participation, quality, and pertinence of questions raised, and (iii) a written report describing the project and the lessons learned from the presentation and the Q&A. Written reports should not be more than 6 pages long and are due by **June 12**.

## Schedule of presentations

June 2 @ class, 11:00-12:20pm

- 1. (11:00-11:25) Sion's minimax theorem Stephen Chen
- 2. (11:25-11:50) Pursuit-evasion games Kjartan Haug
- 3. (11:50-12:15) Economic dispatch with strategic agents Ashish Cherukuri
- June 4 @ class, 11:00-12:20pm
- 1. (11:00-11:25) Cooperative games Zeeshan Barkatullah
- 2. (11:25-11:50) Common core games Daniel Jakobsen
- 3. (11:50-12:15) Bargain games Magnus M. Skinnemoen

## June 9 @ EBUII, room 584, 1:00-2:30pm

- 1. (1:00-1:25) The m, n, k game Evan Gravelle
- 2. (1:25-1:50) Bayesian games Lars Petter Nora
- 3. (1:50-2:15) Auction theory Magnus O. Sangnes