



COURSE DESCRIPTOR

Decision Making I

Decision Making I

7,5 ECTS credit points (7,5 högskolepoäng)

Course code: FE2402

Educational level: Advanced level

Course level: D

Field of education: Social sciences

Subject area: Business administration

Version: 1

Applies from: 2007-09-03

Approved: 2007-03-26

Replaces course descriptor approved: 2001-01-19

1 Course title and credit points

The course is titled Decision Making I/Decision Making I and awards 7,5 credit points. One credit point (högskolepoäng) corresponds to one credit point in the European Credit Transfer System (ECTS).

2 Decision and approval

This course is established by The Education Committee of the School of Management 2007-03-26. The course descriptor is approved by The Education Committee of the School of Management and applies from 2007-09-03.

3 Objectives

The objective is to train the student to analyze decisions making in groups and society and especially individual decisions under risk and uncertainty.

4 Content

The course covers normative theories of decisions, both individual and group decisions.. It includes game theory, social choice theory as well as probability theory and utility.theory.

5 Aims and learning outcomes

On completion of the course the student will:

- understand the principles behind axiomatic decision theory
- understand challenges to these principles
- be able to analyze different decision settings using theory
- be able to apply theory when evaluating alternative decision strategies

6 Generic skills

The following generic skills are trained in the course:

- to communicate advanced theoretical concepts in English

- to develop analytical ability
- to develop the ability to simplify and structure complex managerial decision settings.

7 Learning and teaching

The student learns from a number of projects (assignments), starting with basic descriptions of decision settings, moving to the elements of decision analysis and ending with more complex societal decision settings. Teaching comprises individual and group project work. Discussions and presentations of the projects are carried out on the web and/ or in seminars on campus. The course is carried out in English..

8 Assessment and grading

Examination of the course

Code	Module	Credit	Grade
0710	Assignment 1	2.5hp	U/G/VG
0720	Assignment 2	2.5hp	U/G/VG
0730	Assignment 3	2.5hp	U/G/VG

The course will be graded Fail (U), Pass (G) or Pass with Distinction (VG).

On request grades according to ECTS will be given.

9 Course evaluation

The course coordinator is responsible for systematically gathering feedback from the students in course evaluations and making sure that the results of these feed back into the development of the course.

10 Prerequisites

Students are expected to have 60 points in Business Administration or the equivalent to 3 years studies in Computer Science or Telecommunications. (or the equivalent).

11 Field of education and subject area

The course is part of the field of education Social

sciences and is included in the subject area business administration.

12 Restrictions regarding degree

The course cannot form part of a degree with another course, the content of which completely or partly corresponds with the contents of this course.

13 Additional information

The course material includes teaching notes and articles.

Reference book: Games and Decisions: Introduction and Critical Survey by D. Luce and H. Raiffa. 1989 (reprint). Dover Pubns

14 Course literature and other teaching material

