TEACHING GUIDE - 2026-2027

Strategic Thinking for Global Governance

UGRA_009434

Departments	Department of Economics, Finance & Accounting
Teaching Languages	English
ECTS	4
Teacher responsible	Daniel Sanchez Moscona - daniel.sanchez6@esade.edu

Course Goals

You will:

- Familiarize yourself with the main tools of game theory;
- Apply those tools to real world situations (with a focus on international relations, voting systems and Economics);
- Upgrade your analytical skills in an intellectually and professionally useful manner.
- Acquire an additional set of tools to analyze complex situations in social, economic, politics and international relations contexts.

Previous knowledge

Some knowledge of microeconomics and basic mathematics is recommendable.

Prerequisits

None

Teaching methodology

This course will employ a combination of lectures, discussions, and problem-solving sessions, to foster both conceptual understanding and practical skills. The instructional approach is designed to encourage active engagement, critical thinking, and collaborative learning.

The instructor will regularly provide problem sets that the students must solve independently, in order to master the concepts of the course.

Description

Course contribution to program

Game Theory helps anyone interested in social science to understand strategic interactions between agents with different, and often competing, objectives. In this context, it provides students with useful tools to analyze firms' decisions in oligopolisitic markets, interactions between nations, interactions between different political parties and many other situations. It is an important subject for anyone that wants to specialize in Global Economics or Politics and with interest in understanding the governance of

instituions.

Short description

The course will introduce students to basic concepts in Game Theory. We will analyze simultaneous decision games, sequential games and applications to Economics and Political Science. We will also briefly disucss voting systems and games with imperfect information.

Bibliography

Dixit, A. nd S. Skeath, Games of Strategy, New York: W.W. Wiley (Book)

Activities

Analytical exercises
In-class exercises and problem sets

Written and/or oral exams
Final Exam - To pass the course, students must achieve a minimum of 40% on the final exam, regardless of their overall grade.

Quizzes/tests
Two short tests at the end of the first two weeks of the course

Content

#	Topic
1	Intoduction to Strategic Thinking and Game Theory
2	Dominant strategis and Nash Equilibrium.
3	Sequential games
4	Game Theory applications to Political Science and International Relations.
5	Game Theory applications to Economics
6	Voting systems
7	Games with imperfect information
8	Introduction to cooperative games

Assessment

Tool	Assessment tool	Category	Weight %
Written and/or oral exams	Final Exam	Retake and ordinary round	50.00%
Participation in program activities	Class Participation	Retake and ordinary round	20.00%
Written and/or oral exams	Unit exams	Retake and ordinary round	30.00%

PROGRAMS

BEL24-Bachelor in Global Governance, Economics and Legal Order (Undergraduates: Law)
BEL24 Year 2 (Basic)

GBL24-Double Degree in Business Administration and Global Governance, Economics and Legal Order (Undergraduates: Business)

GBL24 Year 2 (Basic)

GBL25-Double Degree in Business Administration and Global Governance, Economics and Legal Order (Undergraduates: Business)

GBL25 Year 2 (Mandatory)

GDL20-Double Degree in Law and Global Governance, Economics and Legal Order (Undergraduates: Law)
GDL20 Year 2 (Basic)

GDL23-Double Degree in Law and Global Governance, Economics and Legal Order (Undergraduates: Law)
GDL23 Year 2 (Basic)

GEL19-Bachelor in Global Governance, Economics and Legal Order (Undergraduates: Law)
GEL19 Year 2 (Basic)

GEL23-Bachelor in Global Governance, Economics and Legal Order (Undergraduates: Law)
GEL23 Year 2 (Basic)

GEL25-Bachelor in Global Governance, Economics and Legal Order (Undergraduates: Law)
GEL25 Year 2 (Mandatory)