REPUBLIC OF MACEDONIA
Ss. Cyril and Methodius University in Skopje
Faculty of Computer Science and Engineering
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Final project proposal

Type	Master/Undergraduate
Title	Game Theory on Networks
Supervisor	Lasko Basnarkov
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Department / Group	
Institute of Intelligent Systems	
Topic(s)	
Game Theory; Complex Networks	
Project can start from	01.04.2014
Project duration	4 months
Short description	
The complex networks theory is one that has seen an exploding interest in the last almost two decades. Game theory has longer history, where at center of its study were either pair-wise interactions of individuals or those where all agents participated in the game. The real world interactions involve nontrivial number of individuals, and vary from one situation to another – the topology of interactions is a complex network. The focus of research in this project is a study of different strategies and outcomes of the games played by the agents with their neighbors within a network of agents. The analysis will be based on computational model of the networks and the game(s). Search of possible equilibrium and/or optimal strategies is the ultimate goal of this project.	
Results and assessment	
Student is expected to make a computational model of the network and the game. Written report about the game outcomes and possible equilibria and optimal strategies is the summary of the study. It is a mark for completion of the student's work.	
Other (additional) information	
None.	