

## S&CA Module: Workshop Timetable with Patrick McNutt

<b>DAY 1</b>	
09:00:	Introducing Strategy & Competition; T/3 and Game Dimension
10:30	Non co-operative game theory, competitive interactions
10:30	<b>Coffee Break &amp; Group Selection</b>
11:00	
11:00	Case Study Preparation and Analysis
12:30	TCE and BIN < END: Pricing and Elasticity
12.30	<b>Lunch</b>
13.30	
13.30	Technology, Capacity, Credible Threats
15.00	
15:00	<b>Coffee Break</b>
15:15	
15:15	Game Dimension, Strategy Set and Decoding Player Types
16:15	<b>Breakout Session I</b>

<b>DAY 2</b>	
09:00	Normal and Extensive Form Games
10:30	Prisoners' Dilemma & Turing Patterns
10:30	<b>Coffee Break</b>
11:00	
11:00	Limit Pricing: Entry and Exit, Belief Systems; Schelling signalling
12:30	Commitment and Chat: Decision Trees, Extensive form and Selten's sub-game
12.30-	<b>Lunch</b>
13.30	
13.30	Best Reply, Rival Reaction, Prisoners' Dilemma, Noise and Nash Equilibrium
15.00	Solution concepts: FRPD, folk theorem, dominant strategy
15:00	<b>Coffee Break</b>
15:15	
15:15	<b>Breakout Session 2</b>

<b>DAY 3</b>	
09:00	Game Solutions, Payoffs: Normal v Extensive Form, Maximin & Minimax
11.00	<b>Practical III: CLASS EXERCISE</b>
11:00	<b>Coffee Break</b>
11:30	
11:30	Group Presentation Preparation
12:30	<b>Final Breakout Session 3</b>
12.30	<b>Lunch</b>
13.30	
13.30	Group Presentations [30 minutes per group]
15.00	
15:00	<b>Coffee Break</b>
15:15	
15:15	Group Presentations con't [30 minutes per group]
16:45	Overview, Debrief and Key Take-Away Points Winning Strategy for Business