



DEPARTMENT OF MATHEMATICS

Theory of Games II

COURSE / DEPT: Mathematics

SUBJECT / PAPER: Mathematics

SEMESTER / YEAR: I

FACULTY / AUTHOR: Shamit Sarkhel

DESIGNATION: Guest Faculty

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1. TOPIC OVERVIEW & LECTURE SUMMARY

Comprehensive lecture notes, reference concepts, and study guidelines prepared for undergraduate and postgraduate university curriculum.

2. KEY CONCEPTS & LEARNING MODULES

- Theoretical foundations, fundamental theorems, and core analytical principles associated with Theory of Games II.
- Practical applications, model problem sets, and case study formulations aligned with the university CBCS curriculum.
- Examination guidance, short-answer questions, and references for semester term-end evaluations.

3. STUDENT STUDY GUIDELINES & INSTRUCTIONS

Students are advised to review these study notes alongside prescribed reference textbooks in the departmental library. For interactive doubts, tutorial discussions, and assignments, reach out during departmental consultation hours or through the official student portal.