MAT 4500: Mathematics of Games

Study of popular games, toys, and puzzles using recursions, counting techniques, graph theory, group theory, probability, Markov chains, and other mathematical tools.

Credits: 3
Prerequisites:
MAT 2600
STAT 1230
STAT 1250
STAT 1313
STAT 1430
STAT 4310
MAT 2600 and (STAT 1230 or STAT 1250 or STAT 1313 or STAT 1430 or STAT 4310)
Program: Mathematics and Statistics