

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: 3.0

Prerequisites:

MAT 2600 and (STAT 1230 or STAT 1250 or STAT 1313 or STAT 1430 or STAT 4310)

Program: [Mathematics and Statistics](#)