DE LA SALLE UNIVERS
College of Science
Department of Mathematics

OPRESM2 – *Operations Research Models 2*
Prerequisite: OPRESM1

Instructor:_____   **Contact details:**_
Consultation Hours:_____   **Class Schedule an**

Course Description

This course is designed for BS Mathematics students who are majoring in Busin
topics on game theory and dynamic programming.

Learning Outcomes

On completion of this course, the student is expected to present the following learning
the Expected Lasallian Graduate Attributes (ELGA)

	3. Solving Matrix Games
	   3.1 The Minimax Theorem
	       Some Examples
		Week
		7 - 8
			Group discussion and
			presentations
			Skills exercises
			Student self-assessment
			and
			Reflection
			Seatwork and
			Assignments
			Use of Mathematica
			and/or Graphmatica in
			solving matrix games

4. Dynamic Programming

Class Policies

1. The required minimum number of quizzes for a 3-unit course is 3, and 4 for 4-unit course. No part of the final exam may be considered as one quiz.