Salisbury University Department of Mathematical Sciences

MATH 105 : Liberal Arts Mathematics: The Mathematics of Games
Syllabus (Tentative)

Description: Study of the beauty and structure of mathematics, with emphasis on quantitative and analytical reasoning skills. Various areas of mathematics or its applications will be used as a vehicle for this study. Designed for students whose major area of study does not have specific requirements in mathematics. 4 Hours Credit: Meets 4 hours per week. Meets General Education IVB or IVC.

Prerequisites: Three years of high school mathematics including geometry or college-level intermediate algebra.

Intended Audience: Liberal Arts Majors, particularly those interested in board and card games.

Objective: To introduce students to basic notions of probability, game theory, and game design, as well as to develop students' general problem-solving skills in the context of games.

Textbooks: None

Topic	Weeks
Introduction to Probability	3
Casino Games	1
Dice & Card Games	3.5
Board Games	3.5
Other Games	2
Quizzes & Exams	1
Total	**14**

Evaluation

Homework, Boardwork, & Classwork	40%
Projects	20%
Quizzes & Exams	20%
Final Exam	20%

- Clear descriptions of thought processes, evidence of critical thinking, and effective communication must be demonstrated in written work.

- **Writing Across the Curriculum:** Students will be expected to communicate mathematics and mathematical ideas effectively in speech and writing. At the University Writing Center, trained consultants are ready to help you at any stage of the writing process. In addition to the important writing instruction that occurs in the classroom and during professors' office hours, the Center offers another site for learning about writing. **All students are encouraged to make use of these important services.**

- **NOTE:** Once a student has received credit, including transfer credit, for a course, credit may not be received for any course with material that is equivalent to it or is a prerequisite for it.