

**SALISBURY UNIVERSITY DEPARTMENT OF MATHEMATICS AND  
COMPUTER SCIENCE  
SYLLABUS (Tentative)  
MATH 105 *The Mathematics of Games***

**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.

**Prerequisites:** None. (Some high school algebra will be used in the course.)

**Text:** *The Mathematics of Games and Gambling:* by Edward Packel  
ISBN: 978-0-88385-646-8

<b>Topics</b>	<b>Weeks</b>
<b>Introduction to Probability</b>	3
<b>Casino Games</b>	1
<b>Dice &amp; Card Games</b>	3.5
<b>Board Games</b>	3.5
<b>Other Games</b>	2
<b>Quizzes &amp; Exams</b>	1
<b>Total</b>	14

**EVALUATION**

Homework, Boardwork, and Classwork 40%

Projects 20%

Quizzes & Exams 20%

Final Exam 20%

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.