SYSTEMS DESIGN ENGINEERING

Conflict Resolution

SYDE 730 - Topic 4   **Fall**

The theory and practice of conflict resolution are covered in this course. Topics include the graph model for conflict resolution, normal form game, metagame analysis, value systems, human behaviour under conflict, evolution of a conflict, decision making under uncertainty, hypergame analysis, attitudes, sensitivity analyses, group decision and negotiation, coalition analysis, decision support systems, and real-world applications of the aforementioned concepts.

Note: Students taking this course must audit SYDE 433.

INSTRUCTOR: Keith W. Hipel

E-MAIL: kwhipel@uwaterloo.ca