



UNIVERSITY EXAMINATIONS
SPECIAL/SUPPLEMENTARY EXAMINATIONS

FIRST YEAR EXAMINATION FOR THE AWARD OF
THE BACHELORS OF ARTS IN PEACE AND CONFLICT STUDIES
SECOND SEMESTER 2024/2025
(AUGUST, 2025)

BPCS 105: GAME THEORY AND PEACE

STREAM: Y1 S2

TIME: 2 HOURS

DAY: MONDAY, 9.00 – 11.00 A M

DATE: 11/08/2025

INSTRUCTIONS:

- 1. Do not write anything on this question paper.**
- 2. Answer Question ONE And Any Other Two questions.**

QUESTION ONE

- a) Explain the following concepts as used in this course; (10 marks)
 - i. Game Theory
 - ii. Norms
 - iii. Culture
 - iv. Cooperation
 - v. Games

- b) Reflect on how communication, repeated interactions, and international institutions can mitigate the dilemmas of the prisoner's negative outcomes. (10 marks)

- c) Explain the Prisoner's Dilemma and how it illustrates the challenges of achieving cooperation even when it's mutually beneficial to international security (e.g., arms races, environmental agreements). (10 marks)

QUESTION TWO

- a) Explain how international organizations (e.g., the UN, WTO) and treaties can help states overcome the challenges of achieving cooperation in a self-interested world. Which mechanisms through which these institutions shape the game's structure, promote information sharing, and enforce agreements. (20 marks)

QUESTION THREE

- a) Analyze how differences in power and access to information can affect the choices made by actors in international relations. How does one-sided information lead to misunderstandings, miscalculations, and escalation of conflict? (20 marks)

QUESTION FOUR

- a) Apply game theory concepts to analyze a specific historical conflict (e.g., the Cold War, the Cuban Missile Crisis). Explain how game theory helps to understand the choices made by the actors involved, the dynamics of the conflict, and the eventual outcome. (20 marks)

QUESTION FIVE

- a) Analyze different game theory models (e.g., Chicken, Assurance Game, Stag Hunt) and their implications for conflict resolution. Relate to how the structure of the game (payoffs, information available to players) influences the likelihood of cooperation or conflict. (20 marks)