



Game Theoretical Modeling of Evolution in Structured Populations A NIMBioS Tutorial

April 25-27, 2016 NIMBioS at the Univ. of Tennessee, Knoxville

This tutorial will explore both discrete and continuous game theoretical models of evolution in structured populations that address both pairwise and multi-player interactions. Participants will be introduced to discrete graph theory methods and models of structured populations as well as classical continuous models based on differential equations. They will learn how to use such methods and/or build and analyze models in the context of the tutorial's topics and will work in small groups to experience how to use the methodology to describe, simulate, and analyze the relevant biological systems. Participants will be exposed to software that implements the mathematical methods, aids visualization, and facilitates computations and analyses. Participants will also learn how the tutorial materials may fit into mathematics and biology courses or be used as an introduction to independent studies or undergraduate research.

Participation in the tutorial is by application only. Successful applicants will be notified within two weeks of the application deadline. If needed, financial support for travel, meals, and lodging is available for tutorial attendees.

Application deadline: February 15, 2016

For more information about the tutorial and a link to the online application form, go to http://www.nimbios.org/tutorials/TT_gametheory

The National Institute for Mathematical and Biological Synthesis (NIMBioS) brings together researchers from around the world to collaborate across disciplinary boundaries to investigate solutions to basic and applied problems in the life sciences. NIMBioS is sponsored by the National Science Foundation, through NSF



