

UMW Department of Mathematics Announcement

Combinatorial Games, Normal and Misère

Presented by

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Abstract: Games have interested us for millennia: we enjoy creating them, modifying them, and finding strategies that allow us to win them. Most of these games are considered in “normal” play, where the first player that runs out of moves will lose. It is less often to think about games in misère play, where the first player that runs out of moves wins the game. It turns out that, as difficult as they can be to analyze, normal play tends to be easier than misère play. In this talk, I will introduce the basics of the theory of Combinatorial Games, and I will describe an ongoing project where we are analyzing a version of misère tic-tac-toe for played on a board of arbitrary length.

“Dr. Blanco is a candidate for an open position in the department”

