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*Games on Random Graphs*

Playing games has always been a central part of human social interaction. In this talk we study so-called perfect information or combinatorial games. Here, a player has all the information that any other player has when she decides her next move, as for example in chess, Nim or Tic-Tac-Toe. Analyzing such games in a deterministic setting is often quite complicated (which is why we enjoy playing them). On the other hand, moving from a deterministic setup to a randomly generated board often allows the use of different methods, which in turn yield surprising answers. The aim of this talk is to provide an overview of methods and results for various games on random graphs. In particular, we will discuss Maker-Breaker games, Ramsey games, and Achlioptas processes.