



5 crédits	30.0 h	Q1
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Enseignants	Gaspart Frédéric ;
Langue d'enseignement	Anglais
Lieu du cours	Louvain-la-Neuve
Préalables	micro-economics and introduction to game theory, LBIRA 2104 Decision Tools (or equivalent)
Thèmes abordés	<p>Game Theory and econometrics applied to industrial economics</p> <p>a) horizontal relationships between producers (Bertrand vs Cournot competition, vertical vs horizontal product differentiation,...)</p> <p>b) vertical relationships between producers : double marginalization, mergers</p> <p>c) entry and barriers to entry</p> <p>d) the roles of external actors (the State, consumer collective actions,...)</p>
Acquis d'apprentissage	<p>a. <u>Contribution de l'activité au référentiel AA (AA du programme)</u></p> <p>1.1-1.5, 2.1-2.5 industrial organisation (theory and empirics)</p> <p>3.2-3.4, 3.6-3.8 matching real situations with archetypal problems, solving models and interpreting the abstract results</p> <p>4.1-4.2 identifying typical problems in complex situations</p> <p>4.4-4.7 drawing lessons from abstract models for complex, real situations</p> <p>6.1-6.2 & 6.4-6.7 articles presented by students, homeworks (questions)</p> <p>5.8, 7.1 & 7.5 competition policy-making</p> <p>1 b. <u>Formulation spécifique pour cette activité des AA du programme</u></p> <p>At the end of the course, students will be able :</p> <ul style="list-style-type: none"> - to read, understand and criticize theoretical and empirical articles in industrial organization in an autonomous way. - to analyze strategic choices made by firms. - to asses the performance of economic activities at the firm level and at the sector level. - to decipher the main stakes of market structure and competition policy on the basis of relevant information about the production activities in a given sector. - to articulate theoretical findings with empirical analyzes in industrial organization. <p>-----</p> <p><i>La contribution de cette UE au développement et à la maîtrise des compétences et acquis du (des) programme(s) est accessible à la fin de cette fiche, dans la partie « Programmes/formations proposant cette unité d'enseignement (UE) ».</i></p>
Modes d'évaluation des acquis des étudiants	Homeworks (student talks, critical questions, answers)
Méthodes d'enseignement	Articles to be read, classes taught in association by students and the teacher, homeworks
Contenu	<p>Introductory part, presented by the teacher :</p> <ol style="list-style-type: none"> 1. Elements of game theory: normal form games, developed form games, equilibrium concepts. 2. Cournot versus Bertrand competition. <p>Students pick up a series of articles that they will read and present themselves in close association with the teacher. The assistance must subsequently raise two relevant questions on each presentation ; these are answered the next week.</p> <p>The set of articles in which the students choose covers the following topics :</p> <ol style="list-style-type: none"> 3. Product differentiation (vertical, horizontal, information asymmetries and market failures). 4. Vertical versus Horizontal integration, contract theory, agency (Principal-Agent relationship). 5. Potential competition, excess capacity, entry barriers.

Ressources en ligne	Moodle
Bibliographie	The list of articles in which students choose is constantly evolving.
Faculté ou entité en charge:	AGRO

Programmes / formations proposant cette unité d'enseignement (UE)				
Intitulé du programme	Sigle	Crédits	Prérequis	Acquis d'apprentissage
Master [120] : bioingénieur en sciences agronomiques	BIRA2M	5		
Master [120] en biochimie et biologie moléculaire et cellulaire	BBMC2M	5		
Master [120] en sciences agronomiques et industries du vivant	SAIV2M	5		