


5.00 crédits	30.0 h + 6.0 h	Q2
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Enseignants	Maniquet François ;
Langue d'enseignement	Anglais
Lieu du cours	Louvain-la-Neuve
Thèmes abordés	Building upon the tools of decision and game theory acquired in Advanced Microeconomics I, the course is divided in two main sections. In the first section, General Competitive Analysis is developed both in its positive and normative dimensions. In the second section, the problem of designing efficient allocation mechanisms is studied in a general perspective. Incomplete information and incentives issues are introduced. The design of auctions and public good mechanisms is included.
Acquis d'apprentissage	<p>A la fin de cette unité d'enseignement, l'étudiant est capable de :</p> <p>1 The objective of the course is to provide the basic microeconomic tools to be used in the analysis of problems of resource allocation by economists working in research, in businees or in various organisations. The course adopts both a positive and a normative approach. It includes recent advances of the theory and aims at develop-ing the capacity to apply economic concepts to real-world problems.</p>
Modes d'évaluation des acquis des étudiants	<i>The main evaluation consists of a closed-book exam during the exam session. Bonus points can be awarded during the lectures as a function of the active participation of the students and their solution to exercises and problems submitted by the lecturers.</i>
Méthodes d'enseignement	<p><i>The course is composed of 11-13 two-hour lectures.</i></p> <p><i>The lecturers are Benoit Decerf (UNamur) for the game theory part, and Francois Maniquet (UCLouvain) for the information economics part. All lectures take place in LLN.</i></p> <p><i>Homework are assigned on a regular basis and there will be four tutorials to discuss the assignments.</i></p> <p><i>The objective of the course is to provide the basic microeconomic tools to be used in the analysis of problems of resource allocation by economists working in research, in businees or in various organisations. Students are expected to be able to use game theory to model situations of social inter-actions. The course adopts both a positive and a normative approach. It includes recent advances of the theory and aims at developing the capacity to apply economic concepts to real-world problems.</i></p>
Contenu	<i>Building upon the tools of decision and general equilibrium acquired in Advanced Microeconomics I, the course is divided in two main sections. The first section, covers the solution concepts that game theory proposed for different types of interactions (static vs dynamic games, games with complete and incomplete information). The second section covers several applications of game theory, eg screening and signaling as well as other important market failures, eg the case of public goods or externalities, etc.</i>
Ressources en ligne	See on Moodle
Autres infos	Like for Advanced Microeconomics I, the textbook is the Mas-Colell Whinston Green 'Microeconomic theory' book.
Faculté ou entité en charge:	ECON

Programmes / formations proposant cette unité d'enseignement (UE)				
Intitulé du programme	Sigle	Crédits	Prérequis	Acquis d'apprentissage
Master [120] en sciences économiques, orientation économétrie	ETRI2M	5		
Master [120] en sciences économiques, orientation générale	ECON2M	5		