UCLouvain

lecon2112

2010

Advanced Microeconomics II: General Equilibrium and Mechanism Design

In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.

5 credits 30.0 h + 6.0 h Q2

Teacher(s)	Davila Muro Julio ;Maniquet François (compensates Davila Muro Julio) ;				
Language :	English				
Place of the course	Louvain-la-Neuve				
Main themes	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.				
Aims	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. The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s)				
	can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".				
Evaluation methods	Due to the COVID-19 crisis, the information in this section is particularly likely to change. The grade will be determined by a final written examination				
Teaching methods	Due to the COVID-19 crisis, the information in this section is particularly likely to change. Lectures and exercises sessions				
Content	The first part of the course will be devoted to an introduction to game theory (basic concepts of dominant, undominated, rationalizable strategies, Nash, Bayesian Nash and subgame perfect Nash equilibrium) with some applications. The second part will be devoted to topics in social choice theory (the Arrow theorem), bargaining theory and information economics.				
Inline resources	Homeworks for the exercises sessions available on Moodle				
Other infos	Like for Advanced Microeconomics I, the textbook is the Mas-Colell Whinston Green 'Microeconomic theory' book.				
Faculty or entity in charge	ECON				

Programmes containing this learning unit (UE)						
Program title	Acronym	Credits	Prerequisite	Aims		
Master [120] in Economics: General	ECON2M	5		•		
Master [120] in Economics: Econometrics	ETRI2M	5		0		