General References

The primary reference is


Other references are:


Syllabus

1. Preliminaries.

1.1. Decision Making under Uncertainty: preferences over lotteries, expected utility, risk aversion, stochastic dominance. (Mas-Colell et al., Chapter 6) - 4 classes.

1.2. Non-Cooperative Game Theory: representations of games (extensive form and normal form), solution concepts (dominance and Nash equilibrium), static games of complete and incomplete information, dynamic games, subgame perfection, dynamic games of incomplete information. (Mas-Colell et al., Chapters 7-9) - 4 classes.


2.1. Externalities and Public Goods: bilateral externalities, presence of public goods, multilateral externalities, externalities with incomplete information. (Mas-Colell et al., Chapter 11) - 4 classes.

2.2. Market Power or Imperfect Competition: monopoly, static oligopolies, repeated oligopolistic competition, entry, precommitment decisions, the competitive limit. (Mas-Colell et al., Chapter 12) - 6 classes.

2.3. Asymmetric Information: adverse selection, signaling, screening, moral hazard. (Mas-Colell et al., Chapters 13-14) - 4 classes.