



## Course Syllabus

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<b>Department/Area of Study:</b>	Economics
<b>Discipline:</b>	Microeconomics II (EA011)
<b>Number of credits:</b>	4
<b>Academic hours:</b>	60 h/a
<b>Prerequisites:</b>	Microeconomics I.

## 1 Overview

This course provides a rigorous treatment of the concepts of non-cooperative solutions in the theory of games is expected a high degree of dedication to gain a solid knowledge in the topics discussed during the discipline.

## 2 Objectives

By the end of the course students will be able to:

1. Understand and formulate games in the extensive and normal form under complete and incomplete information.
2. Use the principal concept solutions : Nash Equilibrium; Sub-game perfect Equilibrium; Bayesian equilibrium; Perfect Bayesian Equilibrium.
3. Use Games to model different economic scenarios.

## 3 Contents

1. Static games of Complete Information (**SG 1**): Strategic Form; Nash Equilibrium; Dominance; Rationalizability; Correlated Equilibrium.
2. Extensive Games of Complete Information (**EG 1**): Extensive-Form Games; Strategies; Backward Induction and Subgame perfection; Bargaining; Repeated Games.
3. Static Games of Incomplete Information (**SG 2**): Bayesian Games; Bayesian Equilibrium; Bayesian Games and Mechanism design.
4. Extensive Games of Incomplete Information (**EG 2**): Perfect Bayesian Equilibrium; Signaling Games; Reputation Games; Sequential Bargaining under Incomplete Information.
5. Advanced Topics (**AT**): Supermodular Games; Markov Equilibrium; Differential Games.

## 4 Texts

The course follows [2] as textbook. However some topics could be clearly extended by reading the complementary material (see below).



Chap.	Principal	Complementary
SG 1	[2, chap. 1-2]	[5, chap. 2-5], [3, chap. 1]
EG 1	[2, chap. 3-5]	[5, chap. 6-10], [3, chap. 2]
SG 2	[2, chap. 8]	[4, chap. 10],[3, chap. 3]
EG 2	[2, chap. 9]	[5, chap. 11-12],[3, chap. 4]
AT	[2, chap. 12-13]	[1], [6, chap. 2]

Table 1: List of readings

## 5 Contact Information

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## References

- [1] Engelbert Dockner, Ngo Van Long, and Ngo Van Long. *Differential Games in Economics and Management Science*. CAMBRIDGE UNIV PR, 2006.
- [2] Drew Fudenberg and Jean Tirole. *Game Theory*. The MIT Press, 1991.
- [3] Robert Gibbons. *Game Theory for Applied Economists*. PRINCETON UNIV PR, 1992.
- [4] Michael Maschler. *Game Theory*. CAMBRIDGE UNIVERSITY PRESS, 2013.
- [5] Martin J. Osborne and Ariel Rubinstein. *A Course in Game Theory*. MIT Press Ltd, 1994.
- [6] Xavier Vives. *Oligopoly Pricing*. MIT Press Ltd, 2001.