ECON 5220 Microeconomic Theory II

Instructor Teaching Assistant

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Overview

This is Part II of the two-semester graduate micro sequence (Part I being ECON 5210). We will cover topics in game theory, social choice, mechanism design, and general equilibrium theory.

Prerequisites

If you have not taken ECON 5210, then intermediate microeconomics and some basic game theory should suffice.

Reference Books

Microeconomic Theory (by Mas-Collel, Whinston and Green)

A Course in Game Theory (by Osborne and Rubinstein)

An Introduction to the Theory of Mechanism Design (by Börgers)

Grading

Midterm exam (40%) and final exam (60%).

Homework

Homework will be assigned but not graded.

Exams

Exam dates are to be determined and will be announced two weeks in advance.

Midterm is in-class.

Final exam is cumulative.

Course Outline

- Game theoretic topics
- Social choice
- Mechanism design
- General equilibrium

Objectives

After completing this course you are expected to have a good understanding of the classical microeconomic concepts and tools.

Honor Code

There will be no tolerance for plagiarism and cheating. Any related offense will lead to disciplinary action including termination of studies at the University. Attention is drawn to University policy and regulations on honesty in academic work, and to the disciplinary guidelines and procedures applicable to breaches of such policy and regulations.