

# ECON 5220

## Microeconomic Theory II

Department of Economics, HKUST

### **Instructor**

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### **Teaching Assistant**

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### **Overview**

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

### **Prerequisites**

If you have not taken ECON 5210, then intermediate microeconomics and some basic game theory should suffice. There is a lot of math, but the math is not advanced: mostly just calculus, linear algebra and probability theory.

### **Reference Books**

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

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

*A Course in Game Theory* (by Osborne and Rubinstein)

### **Grading**

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

**Homework**

Homework will be assigned but not graded.

**Exams**

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

**Course Outline**

- Game theory and information economics
- Social choice
- Mechanism design
- General equilibrium and matching

**Objectives**

After completing this course you are expected to have a good understanding of some of the most important models, concepts and tools in microeconomics.

**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.