

# ECON 5220

## Microeconomic Theory II

### **Instructor**

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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 (or by Zoom if regulation applies).

Final exam is cumulative and may be take-home.

## **Course Outline**

- Game theory and information economics
- 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.