

Advanced microeconomics

Course title - Intitulé du cours	Advanced microeconomics
Level / Semester - Niveau /semestre	M1 / S2
School - Composante	Ecole d'Economie de Toulouse
Teacher - Enseignant responsable	YAMASHITA TAKURO
Other teacher(s) - Autre(s) enseignant(s)	
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Other teacher(s) - Autre(s) enseignant(s)	
Lecture Hours - Volume Horaire CM	30
TA Hours - Volume horaire TD	
TP Hours - Volume horaire TP	0
Course Language - Langue du cours	Anglais
TA and/or TP Language - Langue des TD et/ou TP	

Teaching staff contacts - Coordonnées de l'équipe pédagogique :

Email address: takuro.yamashita@tse-fr.eu

Office: MF 518

Office hour: By appointment

Preferred means of interaction: After the classes + By email

Course's Objectives - Objectifs du cours :

This course is to introduce some topics in game theory and its applications, especially about a class of games with incomplete information, and its application to auction, signalling, etc. The target students are those who are in M1 and want to do research in economic theory and its applications.

The goal is to make students familiar with some topics in games with incomplete information so that they can independently digest/evaluate academic papers in those or relevant topics.

Prerequisites - Pré requis :

Although there is no formal prerequisite, I would assume some basic mathematical knowledge (algebra, analysis, probability, etc). Also, basic knowledge of game/contract/mechanism design theory would be helpful.

Practical information about the sessions - Modalités pratiques de gestion du cours :

Laptops / tablets are accepted if without negative externalities.

Too many late arrivals and nonattendance may affect the grade.

Grading system - Modalités d'évaluation :

Based on a few problem sets and a final exam. At most 30% of the grade is by the problem sets, and the rest is by the final exam. Again, too many late arrivals and nonattendance may affect the grade.

Bibliography/references - Bibliographie/références :

Fudenberg and Tirole (1991), Game Theory, MIT Press.

Tadelis (2013), Game Theory: An Introduction, Princeton University Press

Session planning - Planification des séances :

(1) (Static) games with incomplete information, Bayesian equilibrium.

(2) Applications: Adverse selection in trading, Auction, Information aggregation in market

(3) Sequential rationality with incomplete information, Perfect Bayesian equilibrium.

(4) Applications: Signaling games, Cheap-talk, Bargaining.