UCLouvain

lecon2112

2023

Advanced Microeconomics II: game theory and information economics

5.00 crédits	30.0 h + 6.0 h	Q2

Enseignants	Maniquet François ;
Langue d'enseignement	Anglais
Lieu du cours	Louvain-la-Neuve
Thèmes abordés	Building upon the tools of decision and game theory acquired in Advanced Microeconomics I, the course is divided in two main sections. In the first section, General Competittive Analysis is developed both in its positive and normative dimensions. In the second section, the problem of designing efficient allocation mechanisms is studied in a general perspective. Incomplete information and incentives issues are introduced. The design of auctions and public good mechanisms is included.
Acquis d'apprentissage	**A la fin de cette unité d'enseignement, l'étudiant est capable de :** 1 The objective of the course is to provide the basic microeconomic tools to be used in the analysis of problems of resource allocation by economists working in research, in businees or in various organisations. The course adopts both a positive and a normative approach. It includes recent advances of the theory and aims at develop-ing the capacity to apply economic concepts to real-world problems.
Autres infos	
Faculté ou entité en charge:	ECON

Programmes / formations proposant cette unité d'enseignement (UE)				
Intitulé du programme	Sigle	Crédits	Prérequis	Acquis d'apprentissage
Master [120] en sciences économiques, orientation économétrie	ETRI2M	5		🔍
Master [120] en sciences économiques, orientation générale	ECON2M	5		🔍