UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Economic Models M

2324-2-F8204B037

Learning objectives

The objective of the first module is twofold. First, it aims to introduce students to the advanced tools of microeconomics, with a specific attention to game theory. Furthermore, it aims to show how to apply these tools to the analysis of market structures, under several strategic and/or informative environments.

Contents

The course introduces the main elements of non-cooperative game theory in a setting of complete information (both static and dynamic games). The game theoretical tools are then used to discuss the main models of industrial economics (oligopoly, collusion and product differentiation).

Detailed program

? Static games

? Static models of oligopoly

? Dynamic games

? Dynamic models of oligopoly

? Repeated games

? Collusion

? Horizontal and vertical product differentiation

? Bayesian Games

Prerequisites

Microeconomics M

Teaching methods

The course will be composed by lectures, classes and some team work.

Assessment methods

The exam will verify (i) knowledge of the material (proofs and theoretical models); (ii) analytical ability to apply the material (exercises); (iii) economic intuition and ability to use models to comment on economics cases. Students will be allowed to give an oral presentation of a team work at the end of the course. The performance of the presentation will contribute to the final mark. The team work is not compulsory.

Textbooks and Reading Materials

? Church J. and R. Ware (2000), Industrial Organization. A strategic Approach, first edition, McGraw-Hill. (disponibile gratuitamente, https://works.bepress.com/jeffrey_church/23/)

? Mas-Colell A., M.D. Whinston and J. Green (1995), Microeconomic theory, Oxford University Press.

Semester

Teaching language

The first module is taught in English.

Sustainable Development Goals

INDUSTRY, INNOVATION AND INFRASTRUCTURE