

# UNIVERSITÀ DEGLI STUDI DI MILANO-BICOCCA

# **SYLLABUS DEL CORSO**

# Modelli Economici M

2324-2-F8204B037

### Learning objectives

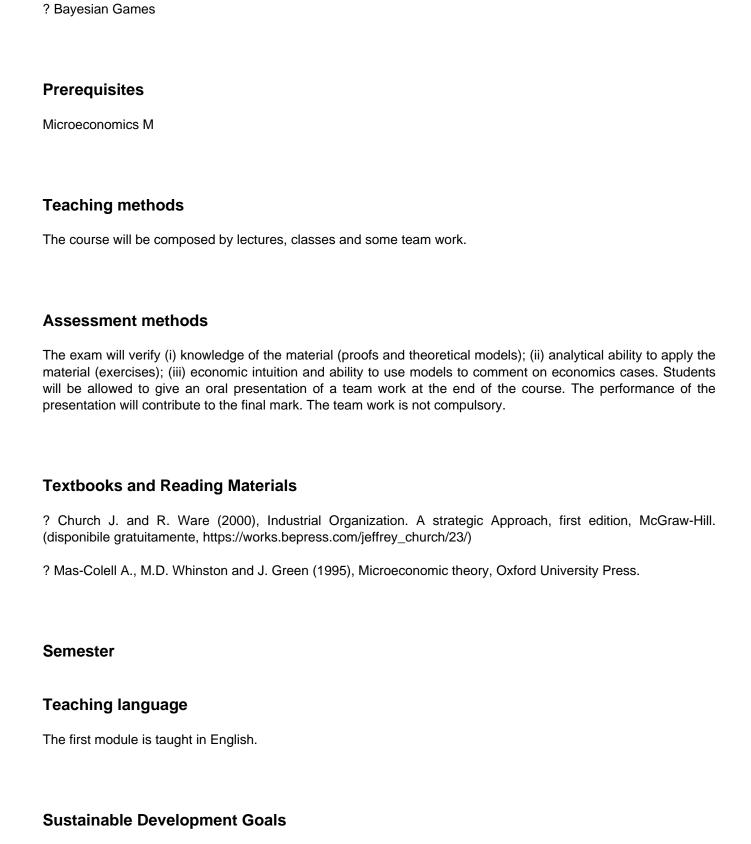
The objective of the first module is twofold. First, it aims to introduce students to the advanced tools of microeconomics, with a specific attention to game theory. Furthermore, it aims to show how to apply these tools to the analysis of market structures, under several strategic and/or informative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

INDUSTRY, INNOVATION AND INFRASTRUCTURE

