

UNIVERSITY OF ESSEX  
DEPARTMENT OF ECONOMICS

## Advanced Microeconomics

(EC992-8-AU)

2011/12

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Office hours: Monday, 15:00-16:00.

### COURSE OUTLINE

1. Game Theory
  - 1.1. Concept of a Game
  - 1.2. Simultaneous-Move Games
  - 1.3. Dynamic Games
  - 1.4. Notions of Equilibrium
2. Information Economics
  - 2.1. Competitive Equilibrium as a Benchmark
  - 2.2. Adverse Selection
  - 2.3. Signalling
  - 2.4. Screening
3. The Principal-Agent Problem
  - 3.1. Hidden Actions
  - 3.2. Hidden Information
4. Mechanism Design
  - 4.1. Social Choice Function
  - 4.2. The Issue of Implementation of a Choice Function
  - 4.3. Optimal Mechanism

### BIBLIOGRAPHY

Most of the content of the course is covered in the book *Microeconomic Theory*, by Andreu Mas-Collel, Michael Whinston and Jerry Green, Oxford University Press, 1995.

### ASSESSMENT

The final grade will be the weighted average of the following items: Final Exam (70%) and Midterm Exam (30%).