

## Course Outline

2017

### **ECON 301: ADVANCED MICROECONOMICS (15 POINTS)**

**Semester 2 (1175)**

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### **Course Prescription**

Advanced treatment of aspects of general equilibrium and game theory. Applications of this basic theory to the analysis of topics in uncertainty, contracts, auctions, oligopoly, and information economics.

### **Programme and Course Advice**

*Prerequisite:* ECON201 and MATHS108/150/153

*Progression:* ECON 301 is a prerequisite for postgraduate study in economics and as such an integral part of the Economics Honours pathway. It is designed to prepare for ECON701, and also as a capstone experience in microeconomics for undergraduate economics students. The objective is to deepen understanding of undergraduate microeconomic theory and illustrate a range of applications.

### **Goals of the Course**

To acquaint students with a selection of important issues and applications of modern microeconomics.

### **Learning Outcomes**

By the end of this course, it is expected that the student will have gained:

1. An appreciation of the methodology of modern microeconomics.
2. Insight into the historical evolution of the ideas.
3. Improved problem-solving skills.
4. An introduction to the journal literature in economics, and practice in writing about economic concepts and issues.

### **Content Outline**

The course is organised in modules. Each module will introduce a debate, issue or applied problem from microeconomics, and provide some modern theoretical tools for addressing it. The following is an approximate guide only:

Topic 0: Mathematics used in the Course (Week 1-2)

Topic 1: Consumer Theory (Weeks 3-4)

Topic 2: Theory of the Firm (Week 5)

Topic 3: Partial Equilibrium (Week 5)

Topic 4: Expected Utility Theory (Week 6)

Topic 5: Game Theory and Applications (Weeks 7-9)

Topic 6: Asymmetric Information and Applications (Weeks 10-12)

## Learning and Teaching

This course is offered in the second semester. There will be three hours of lectures per week plus a one-hour tutorial.

## Teaching Staff

**Dr Steffen Lippert**

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## Learning Resources

There is no textbook for this course. Lecture slides will be made available electronically. Various readings will also be assigned as required. These will be chapters from books available on Short Loan or journal articles accessible electronically via the E-Journals link on the Library homepage.

The following are some general references that students may find useful. Most are available on Short Loan.

### *Textbook*

Jehle, G. and Reny, P. (2011), *Advanced Microeconomic Theory*, (2nd edition), Pearson.

### *Background Reading:*

Nicholson, W. and Snyder, C. (2008,...), *Microeconomic Theory: Basic Principles and Extensions*, (10th or subsequent edition), Thomson South-Western.

Varian, H.R., (2002,...), *Intermediate Microeconomics: A Modern Approach*, (5th or subsequent edition), W.W. Norton and Co.

### *More Advanced:*

Birchler, U. and M. Büttler (2007), *Information Economics*, Routledge.

Gibbons, R. (1992), *A Primer In Game Theory*, Harvester Wheatsheaf.

Osborne, M. (2003), *An Introduction to Game Theory*, Oxford.

## Assessment

Final Examination: 60% of final grade.

Coursework: 40% of final grade (2 Assignments worth 20%, Test worth 20%).

Mid Semester Test Date	
Semester 2	TBA

More details will be provided at lectures and on CANVAS.

**Plussage** does **NOT** apply.

Assignments develop general understanding and knowledge of the material, plus problem-solving skills. The Test and Final Exam assess general understanding of the material, plus problem-solving and writing skills. They will be a mixture of computational problems, requiring students to apply techniques studied in lectures and tutorials, and questions requiring students to provide a clear, coherent and logical exposition of economic ideas.

<b>Learning Outcome</b>	<b>Assignments</b>	<b>Test</b>	<b>Final Examination</b>
1	X	X	X
2		X	X
3	X	X	X
4		X	X