MASTER Economics
Microeconomics III - Game theory

Contacts

Jernej COPIC
jernej.copic@univ-amu.fr

Gaetan FOURNIER
gaetan.fournier@univ-amu.fr

Description

Part of course.

Code: PA-ME5BEC-BECBV1A

Domain: Law, Economics, Management

Information

http://formations.univ-amu.fr

Department: Faculty of Economics and Management

Last modification: 26/09/2018

CONTENT

Introducing the basic concepts of Game Theory.
Course outline :
1. Complete information games (normal form, examples, analysis)
2. Mixed extension (lotteries, expected gain, mixed-strategy equilibrium)
3. Games with continuous actions (externalities, imperfect competition)
4. Incomplete information games (extensive form, subgame perfection)
5. Additional examples.

PROFESSIONAL SKILLS

Modelling a strategic situation as a game, knowledge and utilisation of appropriate solution concepts ; interpretation of results.

BIBLIOGRAPHY

Myerson, Game Theory.

ORGANISATION

24h of classes.

RECOMMENDED PREREQUISITES

Basic courses in Mathematics.

VOLUME OF TEACHINGS

- Lectures: 24 hours

TRAININGS

Master's degree: Economics
- Empirical and theoretical economics
- Economic policy analysis
- Econometrics, big data, statistics
- Quantitative finance and insurance