

Microeconomic Theory II ECON 6211

> MW 2:30-3:45 MCHU 106 Spring 2023

INSTRUCTOR INFORMATION

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COURSE DESCRIPTION

This course continues the microeconomics PhD sequence, focusing on non-cooperative game theory and the economics of information. Topics include the analysis of simultaneous and sequential games, adverse selection, and moral hazard, with applications to industrial organization, political science, and other topics.

REQUIREMENTS

• This course will be graded on the basis of a midterm and a final exam, accounting for 40% and 60% of the grade. Additionally, problem sets will be distributed, but not collected.

Техт

The text for this course is Andreu Mas-Colell, Michael D. Whinston, Jerry R. Green, *Microeconomic Theory* (1995), though I will not be following this text exactly. This text is often lacking in intuition and examples. Therefore, students may also wish to acquire the more readable *Game Theory for Applied Economists* by Robert Gibbons. For the first half of the class, *Game Theory* by Drew Fudenberg and Jean Tirole lies between Gibbons and Mas-Colell.

Tentative Course Outline

(with relevant chapters from Mas-Colell, Whinston, and Green)

PART I: Game Theory

Week 1: Introduction to Game Theory

Simultaneous Games (Chapter 8)

Week 2:	Rationality & common knowledge, dominance
Week 3:	Nash equilibrium
Week 4:	Mixed strategies, refinements of Nash equilibrium

Sequential Games (Chapters 7, 9, 9 Appendix A, 12 Appendix A)

Week 5:	Extensive form, subgame-perfect Nash equilibrium
Week 6:	Repeated games

Applications (Chapter 12)

Week 7: Oligopoly models

PART II: Information

Adverse Selection & Screening (Chapter 13)

- Week 8:Perfect Bayes-Nash equilibriumWeek 9:Cheap Talk
- Week 10: Signaling & refinements
- Week 11: Spence's signaling model

Moral Hazard & Principal-Agent (Chapter 14)

Week 12:	Introduction to moral hazard
Week 13:	Principal Agent model

Other Potential Topics (time allowing)

Externalities and public goods (Chapter 11) Mechanism design (Chapter 23)