

Econ 602: Micro II

Spring 2008

General

Professor: Luca Anderlini

Office Hours: Tuesdays 2.00-4.00 pm, or by appointment (1a2@georgetown.edu)

Office: ICC 578

Lectures: Mondays 2.40 to 5.20 pm, in ICC 106.

Recitation: Tuesdays 6.15 to 7.30 pm, in REI 283.

TA: Helena Poon (hrp3@georgetown.edu).

Textbooks

Mas-Colell, Whinston and Green, Microeconomic Theory, Oxford University Press, 1995 (**Main Text**).

M. Osborne, An Introduction to Game Theory, Oxford University Press, 2004 (you may find this useful).

R. Gibbons, Game Theory for Applied Economists, Princeton University Press, 1992 (this is way too easy, but you may also find it useful).

Course Description

This is the second part of the Micro Sequence for PhD students.

We will finish off the Game Theory material started in Micro I. Essentially we will cover Infinitely Repeated Games, Games of Incomplete Information and the associated notions of Perfect-Bayesian Equilibrium and Sequential Equilibrium, plus various other refinements. The main text is Mas-Colell et al, but Gibbons *may* be useful here.

Then we will cover General Equilibrium Theory. This is essentially (selected material from) Part IV of Mas-Colell et al.

Problem Sets

There will be weekly problem sets assigned. The problem sets will be covered in the recitation sessions. They will *not* be part of your final grade, but it is *compulsory* to turn them in.

The material in the course is such that it is essential that you work through problems as we go along. It is almost impossible to do well at all in the mid-term and final exam without having gone through the problem sets.

Grading

Your final grade will be made up of your grade in the mid-term (40%) and your grade in the final (60%).

Math

This is an advanced course that is intended to give you analytical tools for further study. As such it is highly abstract and mathematical. Some of the new mathematical tools are covered in the Math Camp. Some others will be developed in class as we go along.