Course Descriptions None 2020-2021

Course Title	Advanced Microeconomics
Course Code	EBC4232
ECTS Credits	5,0
Assessment	Whole/Half Grades

Period

Period	Start	End	Mon	Tue	Wed	Thu	Fri
1	31-8-2020	16-10-2020	X		X		

Level	Advanced
Coordinator	Hannes Rusch For more information:h.rusch@maastrichtuniversity.nl
Language of instruction	English
Goals	Students will learn the necessary analytical tools in order to solve problems related to consumer utility maximization and choice under uncertainty, as well as to analyse and solve strategic decision problems involving firms and individuals.
Description	PLEASE NOTE THAT THE INFORMATION ABOUT THE TEACHING AND ASSESSMENT METHOD(S) USED IN THIS COURSE IS WITH RESERVATION. THE INFORMATION PROVIDED HERE IS BASED ON THE COURSE SETUP PRIOR TO THE CORONAVIRUS CRISIS. AS A CONSEQUENCE OF THE CRISIS, COURSE COORDINATORS MAY BE FORCED TO CHANGE THE TEACHING AND ASSESSMENT METHODS USED. THE MOST UP-TO-DATE INFORMATION ABOUT THE TEACHING/ASSESSMENT METHOD(S) WILL BE AVAILABLE IN THE COURSE SYLLABUS. This course serves as the foundation in microeconomic theory and game theory. As such the course introduces the necessary tools to model both individual and strategic decision environments. The main topics include consumer theory (utility maximization and choice under uncertainty) as well as introducing students to static games of complete information, dynamic games of complete information, static games of incomplete information and dynamic games of incomplete information. For each class of games, the appropriate equilibrium concept is defined.
Literature	For consumer theory, books such as: * Walter Nicholson and Christopher Snyder (2008) "Microeconomic Theory: Basic Principles and Extensions," 10th edition, Thomson South- Western. * Hal Varian (1992) "Microeconomic Analysis", 3rd edition, Norton. * Geoffrey Jehle and Philip Reny (2011) "Advanced Microeconomic Theory", 3rd edition, Prentice Hall For game theory, books such as: * Robert Gibbons (1992) "A Primer in Game Theory," Prentice Hall. * Martin Osborne(2004) "An Introduction to Game Theory," Oxford University Press.
Prerequisites	Intermediate Microeconomics at the level of Hal Varian's "Intermediate Microeconomics: a modern approach." Basic calculus.
Keywords	
Teaching methods	PBL / Lecture / Assignment
Assessment methods	Participation / Written Exam
Evaluation in previous academic year	For the complete evaluation of this course please click http://iwio-sbe.maastrichtuniversity.nl/rapporten.asp?referrer=codeUM

This course belongs to the following programme / specialisation

Master Economics - Education and Labour Economics	Compulsory Course(s)
Master Economics - Global Challenges and Macroeconomic Policy	Compulsory Course(s)
Master Economics - Market Regulation and Design	Compulsory Course(s)
Master Economics - No specialisation	Compulsory Course(s)
SBE Exchange Master	Master Exchange Courses