Course Descriptions Master 2022-2023

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Course Title	Advanced Microeconomics								
Course Code	EBC4232								
ECTS Credits	5,0								
Assessment	Whole/Half Grades								
Period	Period 1	Start 5-9-2022	End 21-10-2022	Mon X	Tue	Wed X	Thu	Fri	
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. A RE-EMERGENCE OF THE CORONAVIRUS AND NEW COUNTERMEASURES BY THE DUTCH GOVERNMENT MIGHT FORCE COORDINATORS 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. 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 Econ Learning and	iomics - Digita d Work	lisation and th	e Future of	Compulsory	Course(s)			
	Master Econ Macroecono	Iaster Economics - Global Challenges and Compulsory Cou Iacroeconomic Policy Compulsory Cou				Course(s)	ourse(s)		
	Master Econ	omics - Marke	et Regulation a	and Design	Compulsory	Course(s)			
	Master Econ	iomics - No sp	ecialisation		Compulsory	Course(s)			
	SBE Exchan	ige Master			Master Exch	ange Courses	;		