

# ECON 501C - Microeconomic Theory

University of Arizona - Spring 2017

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Course Website: <http://jnromero.com/courses/2017/ECON501C/>

## 1 Course Description

Economics 501C is a course in game theory at the graduate level. It develops and applies some of the fundamental concepts in game theory for different types of games and information structures. Also, time permitting, introduces some more advance research topics in game theory that are currently being researched.

## 2 Textbooks

There is no required text, but some helpful texts are:

- M. J. Osborne and A. Rubinstein. *A Course in Game Theory*. The MIT Press, first edition, 1994  
– Free copy at <http://theory.economics.utoronto.ca/books/>.
- D. Fudenberg and J. Tirole. *Game Theory*. The MIT Press, August 1991
- G. J. Mailath and L. Samuelson. *Repeated games and reputations: long-run relationships*. Oxford University Press, USA, 2006
- A. Mas-Colell, M. D. Whinston, J. R. Green, et al. *Microeconomic theory*, volume 1. Oxford university press New York, 1995

## 3 Evaluation

Course grade consists of:

- 20% - Homework (about 12 assignments, posted on course website)
- 30% - Midterm (Tuesday 03/07 - In class)
- 50% - Final Exam (Tuesday 05/09 - 8AM)

## 4 Topics

Here is a brief list of some of the topics that will be covered in this course, in no particular order. These topics are spread between foundations and applications. Slides will be posted on course website.

Introduction and history	Repeated Games
Static games of complete information	Networks
Dynamic games of complete information	Matching
Static games of incomplete information	Bargaining
Dynamic games of incomplete information	Signaling Games
Equilibrium Selection and Learning in Games	Mechanism Design