

Econ 711: Microeconomics II
Game Theory and Economics of Information
Spring 2015

Instructor: Peter Norman Gardner 300C, normanp@email.unc.edu

Office hours: Wednesdays 2:00-3:30 or by appointment.

Logistics: We meet Tuesdays and Thursdays at 2:00-3:15 in GA 007. In addition there is a review session every Friday at 1:00.

Teaching Assistant: Yi Zhong, yizhong@live.unc.edu.

Exams and Grades: There will be two in class midterms, March 10 and April 7 (25% of the grade each) and a final (40% of the grade). The remaining 10% of the grade will be based on the problem sets..

Textbook: The textbook is Mas-Colell A., M. Whinston and J. Green, *A Course in Microeconomic Theory*, Oxford University Press, New York NY, 1995. Other books you may want to own are

- Jehle, G. A and P/ J. Reny, *Advanced Microeconomic Theory*, Addison-Wesley, 2011.
- Gibbons R, *Game Theory for Applied Economists*, Princeton University Press, Princeton NJ, 1992.
- Kreps, D., *A Course in Microeconomics*, Princeton University Press, Princeton NJ, 1990.
- Fudenberg, D and J Tirole, *Game Theory*, MIT Press, Cambridge MA, 1991.
- Myerson R., *Game Theory: Analysis of Conflict*, Harvard University Press, Cambridge MA, 1991

Outline:

1. Games in Normal Form (MWG 8A-D, 12C)
2. Games in Extensive Form (MWG 7A-D, 9A-B)
3. Mixed Strategies (MWG 7E, 8C)
4. Games of Incomplete Information (MWG 8E, 9C-D)
5. Bargaining (MWG 9 Appendix A)
6. Repeated Games (MWG 12 Appendix A)
7. Information Economics (MWG 13, 14B-C)
8. Social Choice (MWG 21)
9. Mechanism Design (MWG 23)