

Econ 711: Microeconomics II
Game Theory and Economics of Information
Spring 2018

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

Office hours: Wednesdays 1:00-2:00 or by appointment.

Logistics: We meet Tuesdays and Thursdays at 11:00-12:15 in Gardner 007. In addition there is a review session every Friday at 10:10-11:00.

Teaching Assistant: Yunjuan Liu, yl3322@live.unc.edu

Exams and Grades: There will be two in class midterms, February 27 and March 29 (25% of the grade each) and a final (40% of the grade). The remaining 10% of the grade is based on the problem sets. You are permitted (indeed encouraged) to cooperate while solving homework problems, but I recommend that every student makes a serious effort to solve every problem alone before asking your peers. The UNC Chapel Hill Honor Code is in effect. You can read about the Honor Code at <https://advising.unc.edu/for-faculty/academic-policies-and-procedures/unc-honor-code/>

Textbook: The textbook is Mas-Colell A., M. Whinston and J. Green, *A Course in Microeconomic Theory*, Oxford University Press, New York NY, 1995. You will have access to typed lecture notes too. 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. Normal Form Games and Mixed Strategies (MWG 7E, 8C)
2. Repeated Games (MWG 12 Appendix A)
3. Games of Incomplete Information, Signalling (MWG 8E, 9C-D)
4. Supermodular Games
5. Information Economics (MWG 13, 14B-C)
6. Social Choice (MWG 21)
7. Mechanism Design (MWG 23)
8. Dynamic Contracting.