Name of subject:	
ADVANCED MICROECONOMICS	Contact: salvador.barbera at uab.cat
Code: OT	Term: Year 2, Semester 1
ECTS Credits: 10	Working language: English

Instructors

Salvador Barberà, Joan Llull, Hannes Muller, David Pérez-Castrillo, Pedro Rey, Tomas Rodríguez-Barraquer

Objectives and Contextualization

This module covers advanced theoretical models that are in the frontier of modern microeconomic analysis. Using rigorous mathematical analysis, this module provides the student with frontier knowledge in contract design game theory, and its applications. The models seen in this module are applied in novel research in Microeconomics and are instrumental in obtaining public policy implications. The student can apply and acquire this knowledge from the fields of economics of information, industrial organization, health economics, public economics, labor economics, experimental economics, social choice and network economics.

Skills

CB6	To acquire the knowledge that provides the basis for originality in developing and/or applying ideas, often in a research context	
CB7	The students can apply the acquired knowledge to solve problems in new environments, within broader contexts, that are related to their field of study	
CB8	Students should be able to integrate knowledge and be confronted with the difficulty of formulating judgments based on incomplete and limited information	
CB9	The students can communicate their conclusions to both specialists and non-specialists in a clear and unambiguous way	
CB10	Students must have the learning skills necessary to continue studying in a way that is, mostly, self-directed and autonomous	

Learning Outcomes

Specific:E01Ability to articulate the fundamentals of economic theory analytically, deriving them

	with mathematical reasoning
E01.10	To describe decision making theory in a strategic context
E04	To analyze a particular economic problem using advanced analytical tools
E04.08	To identify principal agent models
E04.09	To use game theory to describe industrial organization issues
E06	To provide policy recommendations both at the micro and macro levels
E06.08	To use principal agent models and notions of game theory to draw conclusions about
	particular policies.
E07	To conduct research in economics
E07.04	To understand the weaknesses of existing models in the fields of economics of
	information and industrial organization and propose a strategy to push the knowledge
	frontier forward
General	
GT01	To find information in the existing literature
GT03	To apply the research method, its techniques and advanced tools, to investigate and
	provide new results in a particular area of expertise
GT04	To form opinions and defend them dialectically
GT05	To show a positive and innovative attitude

Activities

Туре	Hours
Directed	75
Supervised	25
Autonomous	150

Methodology

- Theory classes
- Practice classes
- Learning based on problem solving
- Tutorials

- Personal study
 Study groups
 Textbook reading
 Article reading

Evaluation

Final Exam

Class attendance and active participation	10%
Problem sets and assignments	20%

Contents

- 1. Applied public economics
- 2. Social choice
- 3. Advanced microeconomics
- 4. Experimental economics
- 5. Networks
- 6. Microeconometrics

Bibliography (Textbooks)

- Macho-Stadler, I. and D. Pérez-Castrillo, An Introduction to the Economics of Information, Oxford University Press, 1997.
- Roth A. and M. Sotomayor, Two-sided matching. A study in game-theoretic modeling and analysis, Econometric Society Monograph Series, N. 18 Cambridge University Press, 1990.
- Tirole, J., Theory of Industrial Organization, Cambridge, MIT Press, 1989.
- Belleflamme, P and M. Peitz, Industrial Organization: Markets and Strategies, Cambridge University Press, 2009.
- Laffont, J.J. and D. Martimor, The theory of Incentives, Princeton University Press, 2003.
- Martin, S., Advanced Industrial Economics, McMillan, 2002
- Vives, X., Oligopoly Pricing: Old Ideas and New Tools, Cambridge, MA: MIT Press, 2000.
- Brañas. P. (coordinador): Economía Experimental y del Comportamiento, Antoni Bosch editor 2011.
- Camerer, C.: Behavioral Game Theory: Experiments in Strategic Interaction, Princeton University Press 2003.
- Friedman, D., and S. Sunder: Experimental Methods: A Primer for Economists, Cambridge University Press 1994.
- Friedman, D. and A. Cassar, Economics Lab: An Intensive Course in Experimental Economics, Routledge 2004.
- Kagel, J.H., and A.E. Roth, Handbook of Experimental Economics, Princeton University Press 1995.
- Easley, David, and Jon Kleinberg. Networks, crowds, and markets. Vol. 8. Cambridge: Cambridge University Press, 2010.
- Goyal, Sanjeev. Connections: an introduction to the economics of networks. Princeton University Press, 2012
- Jackson, Matthew O. Social and economic networks. Princeton University Press, 2010.
- Newman, Mark. Networks: an introduction. Oxford University Press, 2009.
- Vega-Redondo, Fernando. Complex social networks. Vol. 44. Cambridge University Press, 2007.
- Wasserman, Stanley, and Katherine Faust. "Social network analysis: Methods and applications." New York: Cambridge University (1994).
- Amemiya, T. (1985), Advanced Econometrics, Blackwell

- Cameron, A. C. and P. K. Triverdi (2005), Microeconometrics: Methods and Applications, Cambridge University Press
- Wooldridge, J. M. (2002), Econometric Analysis of Cross Section and Panel Data, MIT Press