

Degree	Type	Year	Semester
4313805 Economic Analysis	OT	2	1

## Contact

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## Use of languages

Principal working language: english (eng)

## Teachers

Jordi Caballé Vilella

Inés Macho Stadler

Jesús David Pérez Castrillo

Javier Fernandez Blanco

## External teachers

Ada Ferrer-i-Carbonell

Enriqueta Aragonès

Hanner Mueller

Joan Llull

Jordi Brandts Bernad

Raul Santaeulalia

## Prerequisites

No specific prerequisites.

## Objectives and Contextualisation

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 and game theory, as well as in different applications. The models seen in this module are applied in novel research in Microeconomics and are instrumental to obtaining public policy implications. The student can acquire this knowledge from the fields of economics of information, industrial organization, corporate finance, health economics, development economics, microeconometrics, public economics, labor economics, asset pricing, political economics and experimental economics.

## Skills

- Apply the methodology of research, techniques and specific advanced resources to research and produce innovative results in a specific area of specialisation

- Capacity to articulate basic economic theory, analytically deriving them from mathematical reasoning
- Conceptually analyse a specific economic problem using advanced analytical tools
- Demonstrate an open , innovative and analytical attitude towards research questions
- Design, plan and carry out economic research
- Express recommendations about economic policy at macro and micro levels
- Make independent judgements and defend them dialectically
- Possess and understand knowledge that provides a basis or opportunity for originality in the development and/or application of ideas, often in a research context
- Search for information in the scientific literature using the appropriate channels and integrate the information to propose and contextualise a research topic
- Student should possess the learning skills that enable them to continue studying in a way that is largely student led or independent
- Students should be able to integrate knowledge and face the complexity of making judgements based on information that may be incomplete or limited and includes reflections on the social and ethical responsibilities associated with the application of their knowledge and judgements
- Students should know how to apply the knowledge they have acquired and their capacity for problem solving in new or little known fields within wider (or multidisciplinary) contexts related to the area of study
- Students should know how to communicate their conclusions, knowledge and final reasoning that they hold in front of specialist and non-specialist audiences clearly and unambiguously

## Learning outcomes

1. Analyse games theory to describe topics of industrial organisation
2. Apply the methodology of research, techniques and specific advanced resources to research and produce innovative results in a specific area of specialisation
3. Demonstrate an open , innovative and analytical attitude towards research questions
4. Describe decision-making in the most complex strategic contexts, including the relationship between the different economic agents and the information structure of the economic context
5. Distinguish between different principal-agent models
6. Make independent judgements and defend them dialectically
7. Possess and understand knowledge that provides a basis or opportunity for originality in the development and/or application of ideas, often in a research context
8. Recognise the deficiencies in the existing models in the field of information economics and industrial organisation and propose a strategy to be followed to shift the borders of knowledge.
9. Search for information in the scientific literature using the appropriate channels and integrate the information to propose and contextualise a research topic
10. Student should possess the learning skills that enable them to continue studying in a way that is largely student led or independent
11. Students should be able to integrate knowledge and face the complexity of making judgements based on information that may be incomplete or limited and includes reflections on the social and ethical responsibilities associated with the application of their knowledge and judgements
12. Students should know how to apply the knowledge they have acquired and their capacity for problem solving in new or little known fields within wider (or multidisciplinary) contexts related to the area of study
13. Students should know how to communicate their conclusions, knowledge and final reasoning that they hold in front of specialist and non-specialist audiences clearly and unambiguously
14. Use the principal-agent models and notions of games theory to draw conclusions about the appropriateness of certain policies

## Content

1. Applied public economics
2. Social choice
3. Advanced microeconomics

4. Experimental economics
5. Networks
6. Microeconometrics
7. Development economics
8. Political Economy

## Methodology

- Theory classes
- Practice classes
- Learning based on problem solving
- Tutorials
- Personal study
- Study groups
- Textbook reading
- Article reading

## Activities

Title	Hours	ECTS	Learning outcomes
<b>Type: Directed</b>			
Theory classes	75	3	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
<b>Type: Supervised</b>			
Practice classes, problems sets, tutorials	25	1	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
<b>Type: Autonomous</b>			
Learning based on problem solving, personal study, study groups,	150	6	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14

## Evaluation

Final Exam	70%
Class attendance and active participation	10%

## Evaluation activities

Title	Weighting	Hours	ECTS	Learning outcomes
Class Attendance and Problem sets and assignments	30%	0	0	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
Final Exam	70%	0	0	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14

## Bibliography

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