

Syllabus
Course description
Course title PHD Principles of Economics

Scientific sector SECS-P/01

Degree Phd in Economics and Management

Total lecturing hours 30 hours (15 hours F. Boffa– 15 hours P. Roberti)

Specific educational objectives

The course refers to advanced topics in microeconomics and game theory that can be useful for both empirical/behavioral economists and economic theorists.

The main goal of the course is to introduce PhD students to the tools, concepts and methods that economic researchers can encounter in their career.

Teaching language English

List of topics covered

Preference and Choice. Consumer Choice. Classical Demand Theory. Aggregate Demand. Production. Choice Under Uncertainty. First and Second Welfare Theorems. Game Theory: Non Cooperative Games (recap of standard concepts). Repeated Games and Folk Theorem. Incomplete Information Games: Bayesian Nash Equilibria. Signaling Games and Equilibrium Refinements. Mechanism Design and the Revelation Principle.

Required readings Microeconomic Theory by Mas- Colell, Game Theory by Fudenberg and Tirole.