Syllabus
Course description

Course title	Advanced Theories: Finance, Macroeconomics and Microeconomics – module 1 (Microeconomics Theory)
Course code	29055
Scientific sector	SECS-P/01
Degree	PhD in Economics and Finance
Semester and academic year	2nd semester
Year	1st
Credits	2
Modular	3

Total lecturing hours	14
Total office hours	Not foreseen
Total exercise hours	Not foreseen
Attendance	required
Prerequisites	none
Course page	TEAMS page of the course
Specific educational objectives	The course refers to advanced topics in 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.

Lecturer	Paolo Roberti
Scientific sector of the lecturer	SECS-P/01
Teaching language	English
Office hours	In presence/online
Lecturing assistant	-
List of topics covered	Non Cooperative Games (strategic/extensive form games, mixed strategies). Repeated Games, Folk Theorem and applications. Incomplete Information Games: Bayesian Nash Equilibria. Signaling Games and Equilibrium Refinements (+applications). Mechanism Design and the Revelation Principle.
Teaching format	Hybrid (in presence and online - TEAMS)

Learning outcomes	Students must be able to solve advanced games, and to design theoretical models

Assessment	Written exam and take-home exam
Assessment language	English
Evaluation criteria and	Understanding of the concepts presented in class and ability

criteria for awarding marks	to apply those concepts to new situations

Required readings	Game Theory by Fudenberg and Tirole
Supplementary readings	