

**35870 Advanced Microeconomics**

<b>module number</b>
35870
<b>module title</b>
Advanced Microeconomics
<b>module coordinator</b>
Dr. Aixa Maria Garcia-Ramos

<b>examination number</b>	<b>credit points (ECTS)</b>	<b>hours per week (SWS)</b>
271040	5	2+2
<b>availability</b>	<b>duration</b>	<b>recommended semester</b>
Every winter semester	1 semester	1

<b>workload</b>
Lecture 2 SWS (30 hours class instruction; 45 hours self-study) Uebung 2 SWS (30 hours class instruction; 45 hours self-study)
Calculation is based on: every hr./sem.-week corresponds to 60 minutes. One semester is presumed to be 15 weeks, i.e. 14 course + 1 exam week
<b>module applicability</b>
Modulgruppe A: Core Courses
<b>reference to the LPO I</b>
<b>recommended requirements</b>
Solid knowledge in (undergraduate) microeconomics
<b>obligatory requirements</b>
<b>language</b>
English

<b>content</b>
This course provides students with the core elements of microeconomic theory. We start by studying consumer theory including welfare evaluation. In this part of the module, we assume that choices result in perfectly certain outcomes. We relax this assumption in the second part of the course, when we analyze choice under uncertainty. We finally focus on game theory, where we apply what we learn in choice under uncertainty to the study of simultaneous- and dynamic-games. Although the focus of the course is theoretical, empirical applications of the models will also be discussed.
Table of contents: Chapter 1: Preferences, utility and choices Chapter 2: Consumer preferences and utility Chapter 3: Consumer choice Chapter 4: Duality Chapter 5: Revealed preferences Chapter 6: Substitution and wealth effects

Chapter 7: Welfare evaluation Chapter 8: Choice under uncertainty Chapter 9: Non-cooperative game theory: Basic elements Chapter 10: Simultaneous-move games Chapter 11: Dynamic games of complete information Chapter 12: Repeated games
<b>intended learning outcomes (ILOs)</b>
Students who have successfully participated in this module are be able to <ul style="list-style-type: none"> <li>• demonstrate a comprehensive understanding of the key elements of microeconomic theory including the concepts, assumptions and mechanics of consumer theory, choice under uncertainty and game theory</li> <li>• comment critically on the limitations of these theories</li> <li>• assess how they can be applied to real-world situations</li> </ul>
<b>teaching methods</b>
Classroom lecture with interactive elements (Vorlesung mit Seminarcharakter) Uebung with tutorials and student presentations
<b>required attendance</b>
<b>examination (type of examination, scope)</b>
Final exam (90 minutes)
<b>overall grade relevance</b>
100% final exam
<b>possibility of retake exam</b>
<b>reading list</b>
<ul style="list-style-type: none"> <li>• Mas-Colell, A., Whinston, M. D. and Green, J. R. (1995), Microeconomic Theory, Oxford University Press.</li> <li>• Varian, H. R. (2010), Intermediate Microeconomics: A Modern Approach, 8th edition, Norton &amp; Company.</li> </ul>
<b>additional notes</b>
Exam question must be answered in English