Syllabus

[cmcd.economia@fgv.br]

Course: Microeconomia II (Microeconomics II)

Professor:

2027 SECOND QUARTER

COURSE OUTLINE

Microeconomics II is an introduction to Game Theory and Information Economics. Game theory is the study of situations in which the decisions of multiple people interact to determine an outcome. In a game, the best decision for one person may depend on what others decide, so each player must engage in strategic thinking, anticipating how others will react. Information Economics studies how differences in information between players can affect their behavior and how such informational asymmetries can be overcome with proper institutions.

PROGRAM

Part I – Game Theory

1. Static Games with Complete Information
2. Dynamic Games with Complete Information
3. Static Games with Incomplete Information
4. Dynamic Games with Incomplete Information

Part II – Information Economics

1. Signaling
2. Moral Hazard
3. Screening and Adverse Selection
4. Auctions
5. Mechanism Design

BIBLIOGRAPHY

1. Roger Myerson, *Game Theory: Analysis of Conflict,* Harvard University Press, 1997
2. Andreu Mas-Colell, Michael Whinston, and Jerry Green, *Microeconomic Theory,* Oxford University Press, 1995
3. George J. Mailath, *Modeling Strategic Behavior*, 2023
4. Tilman Borgers, *An Introduction to the Theory of Mechanism Design*, Oxford University Press, 2015

GRADING

Problem sets (20%), Midterm (30%), and Final Exam (50%).

PROFESSOR – EMAIL