

# Topics in Advanced Microeconomics

-- Syllabus --

**Lecture + Tutorial:** 3 SWS (1SWS = 45 min in each of 14 weeks)

**Instructor:** Prof. S. Goldücke

**Course level:** Phd/Master

**Course language:** English

**ECTS:** 6

## Course description

This course focuses on the theory of repeated games and relational contracts. Along the way, there will be time to refresh some game theory.

## Prerequisites

This course is typically taken by graduate students in their first year. The course is also open for advanced Master students.

## Format

This semester, the course will be a combination of online and in-person teaching. The first two weeks will be completely online, from Nov 19 the plan is to start meeting at the university. If someone is not able to attend due to important health or visa problems, it is possible to attend this class virtually by handing in homework via email and giving an online presentation. All material can be found on ILIAS.

## Literature

Mailath and Samuelson's "Repeated Games and Reputations" is helpful for the part on repeated games. There is also a handbook article by Jim Malcomson on "Relational incentive contracts".

Good sources for game theory in general are e.g. Fudenberg and Tirole, "Game Theory", Osborne and Rubinstein, "A Course in Game Theory", Myerson, "Analysis of Conflict", or also the game theory chapters in Mas-Colell, Whinston and Green, "Microeconomic Theory". More precise references will be given in class.

## Grading

Activities	Percentages
Presenting solutions to exercises	30%
Presentation	30%
Term Paper	40%