

Curso Académico: (2019 / 2020)

Fecha de revisión: 20-05-2020

Departamento asignado a la asignatura: Departamento de Economía

Coordinador/a: MORENO RUIZ, DIEGO

Tipo: Obligatoria Créditos ECTS : 6.0

Curso : 1 Cuatrimestre : 2

REQUISITOS (ASIGNATURAS O MATERIAS CUYO CONOCIMIENTO SE PRESUPONE)

Basic calculus, classic microeconomics, game theory.

OBJETIVOS

- Teaches students the standards of precision and rigor in economic analysis and professional communication.
- Emphasizes autonomous and group learning.
- Familiarizes students with a set of tools appropriate for economic analysis.
- Teaches students the role of financial markets in competitive economies and the sources of market failure, and introduces methods for dealing with individuals' incentives in the design of contracts and social institutions.

DESCRIPCIÓN DE CONTENIDOS: PROGRAMA

1. Time and Uncertainty in Competitive Economies
2. Market Failure: externalities, public goods, market power, asymmetric information
3. Introduction to the Economics of Information.

ACTIVIDADES FORMATIVAS, METODOLOGÍA A UTILIZAR Y RÉGIMEN DE TUTORÍAS

- Lectures in which the basic material is presented and discussed. Basic textbook references are provided with to complete and deepen students understanding.
- Discussion of the solution to practical exercises to provide students with feedback on their level of understanding and difficulties.

SISTEMA DE EVALUACIÓN

Midterm (40%); Final Exam (60%).

Peso porcentual del Examen Final: 60**Peso porcentual del resto de la evaluación:** 40**BIBLIOGRAFÍA BÁSICA**

- I. Macho and D. Perez-Castrillo An Introduction to the Economics of Information, Oxford UP , 2001
- R. Serrano and M. Feldman A Short Course in Intermediate Microeconomics with Calculus, Cambridge UP.

BIBLIOGRAFÍA COMPLEMENTARIA

- A. Mas-Colell, M. Whiston and J. Green Microeconomic Theory, Oxford UP , 1995
- G. Jehle and P. Reny Advanced Microeconomic Theory, Pearson, 2011
- R. Gibbons A premier in Game Theory, Prentice Hall , 1992