

# **Advanced Microeconomics II**

## **Game Theory**



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# Game Theory



## **Literature:**

The course will be based on following textbook:

Geoffrey A. Jehle and Philip J. Reny, *Advanced Microeconomic Theory*, 2<sup>nd</sup> edition, Addison Wesley 2000.

As background literature we will also refer to:

Drew Fudenberg and Jean Tirole, *Game Theory*, MIT Press, 1992.

# Game Theory



## Chapter 7: Game Theory

- Strategic Form Games
- Extensive Form Games
- Applications: Imperfect Competition (chapter 4)

## Chapter 8: Information Economics

- Adverse Selection
- Moral Hazard and the Agency Problem
- Information and Market Performance

## Chapter 9: Auctions and Mechanism Design

- Nash Equilibria
- Revenue Equivalence Theorem
- Revelation Principle
- Applications of Mechanism Design: price discrimination, optimal auctions

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