

ECON90012 Microeconomics II

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: Seminars or lectures and tutorials totalling three hours per week Total Time Commitment: Estimated total time commitment of 120 hours per semester
Prerequisites:	316-611 Microeconomics (/view/2010/316-611)
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements for this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Coordinator:	Mr Georgy Artemov
Contact:	Graduate School of Business and Economics Student Centre Level 4, 198 Berkeley Street Telephone: +61 3 8344 1670 Online Enquiries: http://www.gsbe.unimelb.edu.au/future/unity_forms/contact.html (http://www.gsbe.unimelb.edu.au/future/unity_forms/contact.html/) Web: www.melbournegsm.unimelb.edu.au (http://www.gsbe.unimelb.edu.au/)
Subject Overview:	Special attention is paid to the analysis of strategic behaviour and interactions of economic agents using the methods of game theory; the study of basic tools and methods of game theory will constitute the first part of the course (at least 5-6 weeks). The course will cover several other areas in microeconomics such as informational economics, the theory of contracts and organisations, economic design.
Objectives:	On successful completion of this subject students should be able to: <ul style="list-style-type: none"> # Formulate and analyse games in strategic and extensive form; # Explain solution concepts by constructing simple examples; # Analyse solutions in which agents bargain with each other; # Analyse games in which agents cooperate; # Synthesise the non-cooperative foundations of cooperative game theory.
Assessment:	Assignments totalling not more than 3000 words and seminar presentation (30%) 2-hour examination (70%)
Prescribed Texts:	You will be advised of prescribed texts by your lecturer.
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees

Generic Skills:	On successful completion of this subject, students should have improved the following generic skills: <ul style="list-style-type: none"># Evaluation of ideas, views and evidence# Synthesis of ideas, views and evidence# Strategic thinking# Critical thinking# Application of theory to economic policy and business decision making# Accessing economic and other information# Summary and interpretation of information# Statistical reasoning# Problem solving skills# Negotiation and bargaining# Written communication
Related Course(s):	Ph.D.-Economics and Commerce