

INTERNATIONAL UNIVERSITY OF JAPAN
Graduate School of International Relations

Academic Year: 2016/2017

Term: Fall

Course	Course code DCC 5240	Course title Microeconomics II	
Name of Instructor	Cheng-Tao Tang		Credit Number: 2
Instructor's contact Information	Office# N/A	Office Hours TBA	E-mail: chengtao.tang@gmail.com
Class Schedule Day / Time	Monday / 10:30-12:00, 13:00-14:40		

Course Description:

The first part of the course reviews the consumer and producer theory and deals with the general equilibrium and welfare theorem. The decision making under uncertainty shall also be discussed. The second part of the course deals with game theory and strategic behavior. Fundamental topics covered include static games, dynamic games, and their applications. We also provide an introduction to problems raised by asymmetric information, externality and public goods. There is substantial emphasis on the use of analytical and mathematical tools. These tools and the subject material underpin much of the current research in microeconomics.

Learning Objectives:

- Knowledge: Demonstrate an understanding of economic concepts and their appropriate usage; construct economic arguments in terms of these concepts.
- Critical thinking and problem solving: Use appropriate mathematical techniques to construct and solve economic models; apply economic models to the analysis in a variety of contexts.
- Written communication: Construct written work which is logically and professionally presented.

Career Relevance:

This course provides foundations and intuitions of relevant microeconomic issues. By the end of the course, successful students will be equipped with the tools of economics for their future role as a policy-maker or a business analyst in the related field. This course is also the first step for students who plan to pursue higher degree.

Course Context or Rationalization:

This course is one of the core courses for IDP students. The topics covered in this course is also the foundation of various economics analysis and policy evaluation. This course contents provide necessary knowledge and analytical skills essential to other advanced theoretical and applied courses.

Delivery Methods: The course is lecture-based with some class discussions.	
Assessment: Problem sets (10%), midterm exam (40%) and the final exam (50%).	
Prerequisite: This course builds on the foundation established in DCC 5239 (Microeconomics I), and uses mathematical techniques taught in DCC 5210/5216 (Mathematics for Economics and Management).	
Textbook(s)	<p>Required: Varian, Hal R. (2014) <i>Intermediate Microeconomics: A Modern Approach</i>, 9th edition (other editions are also acceptable for this course) W. W. Norton & Company.</p> <p>Reference books: Banerjee, Samiran (2014): <i>Intermediate Microeconomics: A tool-Building Approach</i>, 1st Edition, Routledge.</p>
Class Outline	<ol style="list-style-type: none"> 1. Review of consumer theory 2. Review of producer theory 3. Review of consumer surplus and partial equilibrium 4. General equilibrium 1 5. General equilibrium 2 6. General equilibrium 3 7. General equilibrium 4 8. Choice under uncertainty 1 9. Choice under uncertainty 2 10. Game theory: statics game 1 11. Midterm exam (cover lecture 1 to 9) 12. Game theory: statics game 2 13. Game theory: dynamic game 1 14. Game theory: dynamic game 2 15. Oligopoly models 1 16. Oligopoly models 2 17. Asymmetric information 1 18. Asymmetric information 2 19. Externality 20. Public goods
Others (if any)	The syllabus is subject to minor changes along the progress of the course.