

## Advanced Microeconomics Theory I

**Instructor:** Jun Zhang

**Office:** Room 325, SIBA Building

**Email:** zhangjunqueens@gmail.com

**Course Website:** <http://zhangjun.weebly.com/teaching.html>

**Office Tel:** 65907883

**Office Hour:** 12:00-13:00 Monday

**Language:** Lectures are in English and Chinese. Notes, problem sets, and exams are in English.

**Course Description:** In this course, we study the basic theories and their applications in Microeconomics. The first part of the course focuses on the concepts and techniques in individual decision making. The second part is devoted to the examination of market equilibrium and market failure using the tool of game theory. The course focuses on the application aspect of the theories. The purpose of this course is to provide students with the basic microeconomic theories which will be widely used in other economics courses. Students are expected to be familiar with intermediate microeconomics and multivariate calculus.

Homeworks are assigned regularly. Working independently on the homeworks is strongly recommended, as this the only way to prepare you for the exams. **If there are  $N$  similar assignments, each will get  $1/N$  of the mark.** On the other hand, study groups discussing course materials (excluding the assignments) are encouraged. **The deadline for each assignment is firm**, unless I postpone it under certain circumstances. The penalty is 50% for each additional day.

**Grading:** Class participation—10%, homework—20%, midterm exam—30%, final exam—40%

### Required Textbook:

Microeconomic Theory, 2005, Mas-Colell, Whinston, and Green, Shanghai University of Finance and Economic Press.

### Supplementary Textbooks:

Bowles, S. (2003) Microeconomics: Behavior, Institutions, and Evolution. Princeton, N.J.: Princeton University Press.

Kreps, D. (1990). A Course in Microeconomic Theory. Princeton, N.J.: Princeton University Press.

Jehle, G., and P. J. Reny (1997). Advanced Microeconomic Theory. Boston: Addison-Wesley.

### Tentative Course Outline:

- ◆ Consumers' Theory (Chapter 1, Chapter 3.A—3.G)
- ◆ Production Theory (Chapter 5.A—5.D)
- ◆ Uncertainties
- ◆ Introduction to Game Theory (“as needed”)
- ◆ Market Power