

10709

Tópicos en Microeconomía

Primavera 2010

Este curso explora temas avanzados en teoría de juegos. El curso cubrirá resultados clásicos así como temas de frontera. El curso está diseñado para estudiantes de Magíster o Doctorado con interés en teoría microeconómica. Teoría y aplicaciones serán discutidas. Los requisitos son Microeconomía I y Economía Industrial o Microeconomía II.

Parte del material clásico puede encontrarse en Fudenberg & Tirole (1991) y Mailath & Samuelson (2006). La siguiente es una lista tentativa de los tópicos a cubrir:

Juegos globales y coordinación Carlson & Damme (1993), Morris & Shin (1998), Angeletos & Pavan (2007)

Juegos repetidos, colusión entre firmas, insurance, y contratos implícitos Fudenberg & Maskin (1986), Rotemberg & Saloner (1986), Abreu, Pearce & Stacchetti (1990), Abreu, Milgrom & Pearce (1991), Kocherlakota (1996), Fudenberg, Levine & Maskin (1994), Sannikov & Skrzypacz (2007), Athey & Bagwell (2001), Athey & Bagwell (2008), Baker, Gibbons & Murphy (2002), Levin (2003), Mailath & Morris (2002)

Normas sociales y auto-gobierno Greif (1993), Kandori (1992), Ellison (1994), Ghosh & Ray (1996), Dixit (2003), Dixit (2006), Dellarocas (2003), Raub & Weesie (1990), Jackson, Rodriguez-Barraquer & Tan (2010)

Reputación, marcas, y negociaciones Kreps & Wilson (1982), Kreps, Milgrom, Roberts & Wilson (1982), Fudenberg & Levine (1989), Tirole (1996), Ely & Välimäki (2003), Tadelis (1999), Tadelis (2002), Abreu & Gul (2000)

Otros tópicos Licitaciones (Myerson 1981), Equilibrio y aprendizaje (Fudenberg & Levine 1993), Economía del comportamiento (Fudenberg & Levine 2006, DellaVigna & Malmendier 2004, Gul & Pesendorfer 2008)

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