

Module	Advanced Microeconomics II		
Area of study	M.Sc. VWL PO 2014 : Volkswirtschaftslehre M.Sc. VWL P: 2011: Volkswirtschaftstheorie M.Sc. BWL: Wahlpflicht Volkswirtschaftslehre		
Recommended semester	2	Mandatory/elective	Elective (M.Sc. VWL) Mandatory (IMP)
Module coordinator	Prof. Eggert	Work load	180 h
ECTS (credit points)	6	Contact hours (SWS)	3 hours + tutorial
Course type	Lecture, tutorial	Language	English
Rotation	Every summer semester		
Requirements	Knowledge of the course "Advanced Microeconomics I"- intermediate game theory		
Learning/ qualification target	Insights in advanced decision theory and advanced game theory.		
Content	In this course we discuss problems of decisions under uncertainty. We analyse various types of non cooperative games. We consider games with complete and incomplete information, games with finite and infinite horizon. We develop solution concepts in order to predict strategic decision making. Furthermore we will classify and evaluate our results.		
Examination type	Written exam at the end of the semester		
Literature	<p><i>Introductory textbooks:</i> Osborne, M. J.: An Introduction to Game Theory, Oxford University Press, 2009. Gibbons, R.: A Primer in Game Theory, Harvester Wheatsheaf, 1992.</p> <p><i>Further Literature:</i> Mas-Collel, A., Whinston, M. D., Green, J.: Microeconomic Theory, Oxford University Press, 1995.</p>		
Additional information & links	http://www.fwi2.uni-freiburg.de/		