



ECO 443 Advanced Topics in Microeconomics

Fall 2023

Course Credits: 4

Contact Hours: 56 hours

Instructor: TBA

Email: TBA

COURSE OBJECTIVES

Designed for advanced students with a strong foundation in economic theory who wish to explore selected topics that go beyond the fundamentals. Topics covered include consumer and producer behavior, game theory, information economics, partial and general equilibrium analysis, and decision-making under uncertainty. The course equips students with the analytical tools of microeconomics, with a special emphasis on mathematical models, offering them the opportunity to explore frontier research and its practical implications.

Upon completion of this course, students will be able to:

1. Analyze and critically evaluate advanced microeconomic theories and models.
2. Apply microeconomic concepts to address complex real-world economic issues and policy challenges.
3. Demonstrate advanced quantitative and analytical skills specific to microeconomic analysis.
4. Conduct independent research on specialized microeconomic topics.
5. Effectively communicate economic ideas and research findings through both written and oral presentations.

PREREQUISITES

ECO 311 Mathematical Methods for Economics

ECO 331 Intermediate Microeconomics II

GRADING



Grades will be determined by accumulating points, with 100 points being the maximum, as follows:

ITEM	POINTS
Assignments	20 Points
Midterm 1	15 Points
Midterm 2	15 Points
Research Project/ Presentation	20 Points
Final Exam	30 Points
Total	100 Points

Late submissions will be graded at the end of the course. Grades will be assigned according to the following rule:

$A \geq 90 > B \geq 80 > C \geq 70 > D \geq 60 > F$.

We reserve the right to make adjustments to the overall grading policy.

COURSE MATERIALS

Required Texts:

Andreu Mas-Colell, Michael D. Whinston, and Jerry R. Green, *Microeconomic Theory*, Oxford University Press, 1995.

Recommended (Optional) Texts or Other Materials:

Supplementary readings and research articles provided throughout the course.

COURSE TOPICS

MODULE	TASKS
Module 1	Topics: Topic 1: Consumer Theory Topic 2: Consumer Choice and Demand Analysis Topic 3: Production Topic 4: Choice Under Uncertainty Assessments: Assignment#1



Module 2	Topics: Topic 5: Introduction to Game Theory Topic 6: Basic Elements of Non-Cooperative Games Topic 7: Simultaneous-Move Games Topic 8: Dynamic Games and beliefs Assessments: Assignment#2
Module 3	Topics: Topic 9: Introduction to Market Equilibrium and Market Failure Topic 10: Market Power and Product Differentiation Topic 11: Adverse Selection, Signaling and Screening Topic 12: The Principal-Agent Problem Assessments: Midterm#1 Research Project
Module 4	Topics: Topic 13: General Equilibrium Theory Topic 14: Equilibrium and its Basic Welfare Properties Topic 15: General Equilibrium under Uncertainty Topic 16: Equilibrium and Time Assessments: Midterm#2 Research Project
Module 5	Topics: Topic 17: Welfare Economics and Incentives Topic 18: More Specialized Topics in Microeconomics (Rotating Topics) Topic 19: Research Project Presentations Topic 20: Final Exam Review Assessments: Research Project/ Presentation Final Exam

ATTENDANCE

1) Class attendance is required. Missing classes without permission will lead to decrease in overall grade.

Missing less than two classes: no penalty.

Missing more than two classes: 7% will be taken off from the overall grade.

If the instructor reports a student's frequent missing of class to the Soochow University Academic Administration Office, the student might get a written warning



and might be prohibited from attending final exam.

2) Participants in this course are expected to arrive in class promptly and adequately prepared. The primary objective of this course is to critically engage with the readings and the subject matter. Therefore, course participants are expected to have completed the reading prior to class and prepare thoughtful reflections/commentaries to share with fellow colleagues.

LEARNING REQUIREMENTS

- 1) Late assignments are not acceptable and are subjected to grade deductions.
- 2) Assignments submitted in the wrong format will be counted as not submitted.
- 3) Failure to submit or fulfill any required course component results in failure of the class.
- 4) Make-up for midterm and final exams only with valid excuses, as defined by the University.
- 5) In order to earn a Certificate of Completion, participants must thoughtfully complete all assignments by stated deadlines and earn an average quiz score of 50% or greater.

TECHNOLOGY POLICY

The use of electronic devices in class is distracting, both for the user and for the rest of the class. Only non-programmable calculators can be used in the tests and exam. Any attempts to use cell phones and other electronic communication devices will be seemed as cheating. Laptops are discouraged, unless you use them for activities DIRECTLY related to the course (e.g., note taking, reading course documents).

ACADEMIC INTEGRITY POLICY

Soochow University highly values the academic integrity and aims to promote the academic fairness, honesty and responsibility. Any academic dishonesty behaviors and any attempts to cheats and plagiarism will be reported to the university administration office. A written warning and the relevant penalties will be imposed. The record might be shown on the official university transcript.



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DISABILITY ACCOMMODATION

Soochow University is committed to maintaining a barrier-free environment so that students with disabilities can fully access programs, courses, services, and activities at Soochow University. Students with disabilities who require accommodations for access to and/or participation in this course are welcome.

Note:

Please contact the University Administrative Office immediately if you have a learning disability, a medical issue, or any other type of problem that prevents professors from seeing you have learned the course material.