Course description:
In this course students learn the fundamental building blocks of microeconomic theory and game theory. Topics are the theories of consumption and production; decision under risk and uncertainty; partial equilibrium; general equilibrium (existence, uniqueness, and stability) and the two welfare theorems; core and cooperative game theory; normal form games with complete and incomplete information; extensive form games.

Mathematical prerequisites are convexity and optimization.

The grade is determined by a written final exam.

The course consists of three parts:
1. Lectures: There are twelve lectures two hours each. The slides used during these lectures can be downloaded from UV. The slides are not a manuscript. They cannot be understood without attending the lecture and taking lecture notes. Videos of the lectures can be streamed in MStreams (https://web.microsoftstream.com)
2. Problem sets: Connected to the lectures are problem sets and a solution manual connected to the problem sets. The problem sets plus the solution manual can be downloaded from UV. **Students must study these problem sets and, if necessary, the solution manual by themselves at home.**
3. Q&A sessions: These Q&A sessions do not replace the study of the lectures notes and the connected problem sets plus the solution manual at home. Rather, the Q+A sessions will be used to answer **specific questions that might arise when studying the lectures notes and the connected problem sets.**
   The questions for the Q&A sessions must be handed in on Sunday before the respective Q&A session, using e-mail (georg.kirchsteiger@ulb.be).

Reading list