Microeconomics: Theory and Applications  
B30.3335.01  
3 credits. Ph.D. core course. Fall 2004  
Wednesdays, 9 a.m. - noon, KMC 5-85.  
Prof. Roy Radner

This course satisfies the core requirement in microeconomic theory for Stern doctoral students, and is especially designed for those whose programs do not include advanced courses in economic theory. It emphasizes concepts and techniques of microeconomic analysis that are likely to be useful in the students’ doctoral dissertation research. We examine a number of current research issues in accounting, information systems, management and marketing (and possibly other areas, depending on the students enrolled), and in each case we explore the relevant microeconomic theory.

[Note: For a more advanced treatment, see (MasColell et al, 1995). For a more complete introduction to game theory, see (Dutta, ).]

Notes:  
1. The research articles listed in the outline are illustrative; some may not be assigned for thorough study, and are designated “Add.” Most of the readings will be distributed in a coursepack at the beginning of the semester. Other references may be added and distributed during the semester.  
2. The textbook will be supplemented by notes to be distributed (denoted by RR).  
3. The course grade will be based on homework exercises (35%), a midterm examination (25%), and a final examination (40%).

Outline

1. Market Demand and Elasticity. Tyagi, 1999; HRV, Ch. 1, Ch. 15, Ch. 24 ((pp. 419-425).  
    
2A. Pricing and Surplus. Bakos and Brynjolfsson, 1999; HRV, Ch. 14 (225-254); RR, supplementary notes.  
    
2B. Competitive Equilibrium. HRV, Ch. 16; RR, supplementary notes. Add: Bakos and Brynjolfsson, 2000.

4A. Game Theory. HRV, Ch. 28; Radner, 1987; Radner, 2001.


References


