ECON 503: MICROECONOMICS I (PART B)
FALL 2017

Time and Place

Lectures: Mondays and Wednesday 10am-11:30am, Lab Science 201

People

Instructor: Anqi Li, Seigle Hall 389, anqili@wustl.edu
Teaching Assistant: TBA

Course Description

This is the second quarter of a two-semester graduate sequence in microeconomic theory, with a focus on games with incomplete information and mechanism design. Topics include:

• Bayesian game
• Asymmetric information and market outcome
• Hidden characteristic: single and multiple agents
• Hidden action: single and multiple agents
• Applications

References

Lecture notes are self-contained. Useful reference include:


Grading

Grades will be based on the following courseworks:

- **Weekly problem sets (40%)**: you are encouraged to work in groups but must turn in individual solutions and mark the people you work with. Unless stated otherwise, each problem set will be due on Wednesday by the end of the class. Late submission will not be accepted. However, you are allowed to drop the problem set with the lowest score.

- **Final exam (60%)**: there will be a closed book exam for this part. Time and location TBA.