

Introduction to Microeconomics II

Syllabus Number

ECT-102

Elective

2 credit

OCHIAI, Hiroshi

1. Course Description

This class provides students with game theoretical foundation and its application to politics. Game theory is one of the fields of economics which mainly covers studies of strategic interactions among economic agents and is applied to understanding various strategic behaviour of them and economic institutions, e.g. price settings of a firm, organizational structures of a firm, overall economic systems. The contents of this class include: elementary game theory, election, behaviour of politicians, democracy, corruption and political systems.