Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
ECK 556	Microeconomics II	2	3	0	0	3	8

Prerequisites	
Admission Requirements	

Language of Instruction	Turkish
Course Type	Compulsory
Course Level	Masters Degree
Objective	This course is an introduction to microeconomic theory designed to meet the needs of students who will apply to economics doctoral programs.
Content	In the first part of this course, individual decision making was studies. In the second part, the course discusses how to design the interaction between individuals in order to achieve the desired outcomes and choices in collective decision making situations. The study of collective decision making starts first with social choice and voting mechanisms, then mechanism design and auctions are discussed. The course ends with the introduction of social networks.
References	Yoav Shoham and Kevin Leyton-Brown, Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations Cambridge University Press, 2009. Matthew O. Jackson A Brief Introduction to the Basics of Game Theory. Matthew O. Jackson (2008) Social and Economic Networks, Princeton University Press

Theory Topics

Week	Weekly Contents
1	I. Introduction to social choice and voting schemes
2	a. Problems in collective decision making
3	b. Arrow theorem
4	II. Mechanism design - Examples
5	a. Revelation principle
6	b. Gibbard-Satterthwaite and Muller-Satterthewaite theorems
7	c. Transferable utility and mechanism design as an optimisation problem
8	Midterm
9	d. Vickrey-Clarke-Growes mechanism (examples and limitations)
10	III. Introduction to auctions
11	a. Strategic behaviour in auctions
12	b. Revenue equivalence theorem
13	IV. Social networks
14	Erdos-Renyi graphs