

INTRODUCTION – ECONOMICS

1. Optional textbooks: *Microeconomics & Behavior* by Robert Frank and *Microeconomics: Free Market Approach*, edited by Rustici.
2. Office hours: Monday, 3 - 4 pm, at Carow Hall. When possible, I will answer questions just after class when that is more convenient for students (avoiding the extra time to meet at my office in Carow Hall). Carow Hall is located off of Shenendoah Drive across from Presidents Park dorms.
3. Goals & Requirements: This course will give an introduction to basic analysis of individuals involved in market trading within a larger exchange economy. After the midterm, we will also give an introduction to experimental markets. Problem sets will be given to provide practice and key concepts and feedback on students' understanding. A midterm will be given at the end of week 3. A comprehensive final exam will also be given on the last day of class.
4. Content & Instruction Methods: Most classes will be a mixture of lecture and discussion. Student comments and questions are encouraged and recommended for everyone's benefit (for more enjoyable and better understood ideas). Students will also participate in a few experimental auction markets conducted during class. The latter will provide a more explicit "hands on" learning experience.
5. Customized problem sets will be given out, and recorded by a check-mark if turned in on time. They are intended to give practice on key principles, as well as a helpful study guide for the actual questions on the midterm and final exams.
6. Tests & Evaluation Methods: Problem sets will be worth 10% of the final grade. The midterm and final exams are worth 40% and 50% respectively. However, if your final exam score exceeds your midterm score by at least 10%, then the final exam will be weighted 70% of the total grade; so the weights for midterm and problem sets are then 20% and 10% respectively. Your grade is based on the weighted average at the end of the term. A 95-100, A- 90 up to 95; B+ 87 up to 90, B 84 up to 87, B- 80 up to 84; C grades (same as B grades, except from 70 up to 80); D grades (same as B grades, except from 60 up to 70), grade failure below 60.
7. We will begin by reviewing basic supply/demand concepts with graphs. Then a first example about the effects of price controls is given; followed by the effects of sales taxes and subsidies.

INTERMEDIATE MICRO – ECONOMICS

1. Texts: We will use two main textbooks; *Microeconomics & Behavior* by Robert Frank, and *Experimental Economics* by Holt & Davis. Used versions of these textbooks are fine, and may save you some money compared to the newest edition.
2. Office hours: Monday, 2³⁰ - 3³⁰ pm, at Carow Hall. Other times by appointment (just ask before or after class). If possible, I will answer questions just after class when that is more convenient for students (avoiding the extra time to meet at my office in Carow Hall). Carow Hall is located off of Shenendoah Drive across from Presidents Park dorms.
3. Goals & Requirements: This course will give an introduction to intermediate microeconomic analysis of individuals involved in market trading within a larger exchange economy. After the midterm, we will also give an introduction to experimental markets, using the text by Holt & Davis above. Several problem sets will be given to provide practice and key concepts and feedback on students' understanding. A midterm will be given (during the week just before or just after the spring break). A comprehensive final exam will also be given. I recommend that students have some background in econometrics and/or probability & statistics, because certain topics will use probability concepts more extensively.
4. Content & Instruction Methods: Most classes will be a mixture of lecture and discussion. Student comments and questions are encouraged and recommended for everyone's benefit (for more enjoyable and better understood ideas). Students will also participate in a few experimental auction markets conducted during class. The latter will provide a more explicit "hands on" learning experience.
5. Customized problem sets will be given out, and recorded by a check–mark if turned in on time. They are intended to give practice on key principles, as well as a helpful study guide to help you prepare for the midterm and final exams.
6. Tests & Evaluation Methods: Problem sets will be worth 10% of the final grade. The midterm and final exams are worth 40% and 50% respectively. However, if your final exam score exceeds your midterm score by at least 10%, then the final exam will be weighted 70% of the total grade; so the weights for midterm and problem sets are then 20% and 10% respectively. Your grade is based on the weighted average at the end of the term. A 95-100, A- 90 up to 95; B+ 87 up to 90, B 84 up to 87, B- 80 up to 84; C grades (same as B grades, except from 70 up to 80); D grades (same as B grades, except from 60 up to 70), grade failure below 60.
7. Getting Started: Read Chapter 1 - 2 of Frank's text. We will begin by reviewing basic supply/demand concepts with graphs. Then a first example about the effects of price controls is given; followed by the effects of sales taxes and subsidies.

GAME THEORY & THE PRISONERS' DILEMMA

1. Text: We will use the textbook, *Games & Information*, by Eric Rasmusen.
2. Readings: Additional readings will also be used, available at the Johnson Center. A list will be passed out after the first week of class.
3. Office Hours: Monday, 2³⁰ - 3³⁰ pm, at Carow Hall. Other times by appointment (just ask before or after class). If possible, I will answer questions just after class when that is more convenient for students (avoiding the extra time to meet at my office in Carow Hall). Carow Hall is located off of Shenandoah River Lane across from Presidents Park dorms.
4. Goals & Requirements: This course will give an introduction to game theory concepts, and then focus on the prototypical case of “cooperation versus conflict”, called the Prisoners’ Dilemma. Both traditional and new approaches to this prototypical case will be discussed. Lectures on traditional approaches will use certain chapters from Rasmusen’s text. Lectures on newer approaches will use the set of readings mentioned in topic 2 above. Problem sets will be given to provide practice on key concepts and feedback on students’ understanding. A midterm will be given, and a comprehensive final exam will also be given. Students also need to have background in econometrics and/or probability & statistics classes, because most topics will use probability concepts extensively.
5. A. Content & Instruction Methods: Most classes will be a mixture of lecture and discussion. Student comments and questions are encouraged and recommended for everyone’s benefit (for more enjoyable and better understood ideas).

B. Customized problem sets will be given out, and recorded by a check–mark if turned in on time. They are intended to give practice on key principles, as well as a helpful study guide to help you prepare for the midterm and final exams.
6. Tests & Evaluation Methods: Problem sets will be worth 10% of the final grade. The midterm and final exams are worth 40% and 50% respectively. However, if your final exam score exceeds your midterm score by more than 10%, then the final exam will be weighted 70% of the total grade [so the midterm and problem sets are then weighted 20% and 10% respectively]. Your grade is based on the weighted average at the end of the term. A 95-100, A- 90 up to 95; B+ 87 up to 90, B 84 up to 87, B- 80 up to 84; C grades (same as B grades, except from 70 up to 80); D grades (same as B grades, except from 60 up to 70), grade failure below 60.
7. Getting Started: Read Chapter 1 of Rasmusen’s text. We will begin by introducing the basic idea of strategic behavior in games, in contrast with “price taking” behavior in perfectly competitive economic systems. Next we will discuss key game theory concepts like: actions versus strategies, players, payoff functions, strategic form payoff matrices, extensive form game trees, Nash equilibrium, dominant strategies, mixed strategies, behavioral strategies, perfect versus imperfect information, sequential versus simultaneous games, and so on. We will illustrate these concepts with a number of simple games, including key representative games about “cooperation” versus “conflict” situations, including the prisoner’s dilemma, and other games such as: pure coordination, chicken, battle of the sexes, etc.