This is a graduate level course in microeconomic theory, including consumer theory, choice under uncertainty and game theory. The major course objectives are to (1) provide students with the concepts and tools underlying modern microeconomics, (2) let students learn how to apply the tools to solve microeconomic problems and (3) motivate students to become interested in studies of microeconomics.

References:


**Assessment:** The grade will be based on problem sets (20%), two midterms (25%+25%) and a final (30%).
- **Problem sets:** 20%
  
  To be turned in as a group. The problem sets are important, indispensable part of the course; you should spend considerable time and effort on them. I strongly encourage you to work on the problem sets in study groups. However, before meeting with your group you should have attempted each question - study groups work best when they facilitate learning from each other, not when they are used simply to permit division of labor.
- **Midterm I (25%): Date 2015/10/26.**
- **Midterm II (25%): Date 2015/12/7.**
- **Final Exam (30%): Date 2016/01/11**

**Course Outline:**
1. Consumer Theory
2. Choice Under Uncertainty
3. Game Theory