

3.0 credits

30.0 h

1q

Teacher(s) :	Gaspart Frédéric ;
Language :	Anglais
Place of the course	Louvain-la-Neuve
Inline resources:	Icampus
Prerequisites :	micro-economics and introduction to game theory, LBIRA 2104 Decision Tools (or equivalent)
Main themes :	<p>Game Theory and econometrics applied to industrial economics</p> <p>a) horizontal relationships between producers (Bertrand vs Cournot competition, vertical vs horizontal product differentiation,...)</p> <p>b) vertical relationships between producers : double marginalization, mergers</p> <p>c) entry and barriers to entry</p> <p>d) the roles of external actors (the State, consumer collective actions,...)</p>
Aims :	<p>a. Contribution de l'activité au référentiel AA (AA du programme)</p> <p>1.1-1.5, 2.1-2.5 industrial organisation (theory and empirics)</p> <p>3.2-3.4, 3.6-3.8 matching real situations with archetypal problems, solving models and interpreting the abstract results</p> <p>4.1-4.2 identifying typical problems in complex situations</p> <p>4.4-4.7 drawing lessons from abstract models for complex, real situations</p> <p>6.1-6.2 & mp; 6.4-6.7 articles presented by students, homeworks (questions)</p> <p>5.8, 7.1 & mp; 7.5 competition policy-making</p> <p>b. Formulation spécifique pour cette activité des AA du programme</p> <p>At the end of the course, students will be able :</p> <ul style="list-style-type: none"> - to read, understand and criticize theoretical and empirical articles in industrial organization in an autonomous way. - to analyze strategic choices made by firms. - to assess the performance of economic activities at the firm level and at the sector level. - to decipher the main stakes of market structure and competition policy on the basis of relevant information about the production activities in a given sector. - to articulate theoretical findings with empirical analyzes in industrial organization. <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Evaluation methods :	Homeworks (student talks, critical questions, answers)
Teaching methods :	Articles to be read, classes taught in association by students and the teacher, homeworks
Content :	<p>Introductory part, presented by the teacher :</p> <ol style="list-style-type: none"> 1. Elements of game theory: normal form games, developed form games, equilibrium concepts. 2. Cournot versus Bertrand competition. <p>Students pick up a series of articles that they will read and present themselves in close association with the teacher. The assistance must subsequently raise two relevant questions on each presentation ; these are answered the next week.</p> <p>The set of articles in which the students choose covers the following topics :</p> <ol style="list-style-type: none"> 3. Product differentiation (vertical, horizontal, information asymmetries and market failures). 4. Vertical versus Horizontal integration, contract theory, agency (Principal-Agent relationship). 5. Potential competition, excess capacity, entry barriers.
Bibliography :	The list of articles in which students choose is constantly evolving.
Cycle and year of study :	> Master [120] in Agricultural Bioengineering > Advanced Master in Rural Economics and Sociology

Faculty or entity in charge:	AGRO
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