

LACTU2040

## PENSION FUNDING

5.0 credits

30.0 h + 15.0 h

2q

Teacher(s) :	Devolder Pierre ;
Language :	Français
Place of the course	Louvain-la-Neuve
Main themes :	The purpose of the course is to provide students with basic skills to the funding principles of public and private pension scheme.
Aims :	This course aims to familiarise students with the main principles that underpin public and private provident fund schemes (mainly social security and pension funds). A deep comparison between pay as you go and funding methods is presented. At the end of the course, the students must be able to establish the funding scheme of a pension. 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".
Content :	Content         The following topics will be developed:         1. Pension scheme         2. Elements of demography         3. General funding schemes         4. Basic concepts of social security         5. Fund of equilibrium         6. Pay as you go and defined contributions         7. Funding methods         8. Individual methods         9. Collective methods         10. Actuarial gain and loss         11. Accounting standards         Methods         In-class activities         X0 Lectures         X0 Exercices/PT         At home activities         X0 Exercices to prepare the lecture         X0 Paper work
Other infos :	Evaluation : Class participation and written examination, in French
	Support : Slides provided through icampus
	References : The course is based on the book : "le financement des régimes de retraites" (Pierre Devolder, Economica, Paris)
Cycle and year of study :	<ul> <li>Master [120] in Mathematics</li> <li>Certificat d'université : Initiation à l'actuariat (15/20 crédits).</li> <li>Master [120] in Actuarial Science</li> <li>Master [120] in Mathematical Engineering</li> </ul>
Faculty or entity in charge:	LSBA