LBIRA2104A

2015-2016

Gestion agricole

3.0 crédits	25.0 h + 7.5 h	2q

Enseignants:	Gaspart Frédéric ;
Langue d'enseignement:	Français
Lieu du cours	Louvain-la-Neuve
Ressources en ligne:	Icampus
Préalables :	General skills for a bio-engineering bachelor, animal and vegetal productions, introductory management, micro-economics and introduction to game theory
Thèmes abordés :	- Part 1 After an introduction on the agricultural production economy, the role of major production factors in the efficient management of agricultural firms is characterized. The mains tools for analysis and decision making are explained and used in practical exercises. The main agricultural and food branches are outlined. The development of the agricultural sector in Belgium and in Europe is analysed. - Part 2 The course outlines, explains and compares various decision problems and decision-making tools within the unifying framework of game theory. It distinguishes (and shows the complementarities of) statistics and economic analysis. Complex decisions under uncertainty in situations with several interacting decision-makers are illustrated with relevant examples.
Acquis d'apprentissage	a. Contribution de l'activité au référentiel AA (AA du programme) 1.1-1.5, 2.1-2.5 game theory, agency, farm management techniques 3.2-3.3 matching real situations with archetypal problems 3.4 solving mathematical models (game theory and operation research) 3.6-3.8 interpreting the results of abstract models (course+homeworks) 4.1-4.2 identifying typical problems in complex situations 4.4-4.7 drawing lessons from abstract models for complex, real situations 5.1-5.4 & mp; 5.7 farm management techniques 5.8, 7.1 & mp; 7.5 agency and contract theory (game theory) 6.2 & mp; 6.6-6.7 homeworks b. Formulation spécifique pour cette activité des AA du programme At the end of the course, students will be able : (Part 1) - to identify and to compare specific characteristics of the major agricultural production factors from the viewpoint of economics and management. - to understand and to use the mains decision-making tools available at the farm level and at the regional level. - to analyse the structure, functioning and performance of the main agricultural production and agricultural branches. - to apply the concepts and analysis techniques in supervised exercises. (Part 2) - to understand in depth various decision problems and decision-making tools commonly relied upon in fields relevant for the students. - to formulate strategic (i.e. interactive) decision problems in a rigorous mathematical framework (game theory). - to pick up adequate methods for solving multi-agents decision problems under uncertainty. - to interpret the results of mathematical models of strategic interaction with a view to formulating practical recommandations for problem-solving. *La contribution de cette UE au développement et à la maîtrise des compétences et acquis du (des) programme(s) est accessible à la fin de cette fiche, dans la partie « Programmes/formations proposant cette unité d'enseignement (UE) ».*
Modes d'évaluation des acquis des étudiants :	Written exams, mainly exercises for both parts
Méthodes d'enseignement :	Classes and homeworks

Contenu :	Partim A Introduction à l'économie de la production agricole Techniques d'actualisation Les principaux facteurs de production agricole: terre, bâtiments, travail, capital, consommations intermédiaires Prise de décisions et analyses des données: budgets global et partiel, programmation linéaire et programme planning, analyses de groupe, factorielle et en composantes principales, analyse du risque Les principales productions agricoles: les productions bovines, porcines et avicoles Les principales filières agroalimentaires: les filières de la viande, les filières des produits laitiers, les filières des grandes cultures, les filières de l'alimentation animale, les filières horticoles, ' Problématique générale: l'impôt, l'analyse des prix, l'énergie, les pollutions d'origine agricole, l'alimentation animale, l'agriculture biologique. Partim B 1. Elements of games in developped forms (including VNM utility) 2. Non-cooperative bargaining (the Rubinstein model and variants) 3. Agency (1) : moral hazard and boiling-in-oil contracts 4. Agency (2) : screening vs statistical discrimination 5. Agency (3) : signaling
Faculté ou entité en charge:	AGRO

Programmes / formations proposant cette unité d'enseignement (UE)

Intitulé du programme	Sigle	Crédits	Prérequis	Acquis d'apprentissage
Master [120] en sciences agronomiques et industries du vivant	SAIV2M	3	-	