



5.0 crédits	30.0 h	1q
-------------	--------	----

Enseignants:	Gaspart Frédéric ;
Langue d'enseignement:	Anglais
Lieu du cours	Louvain-la-Neuve
Ressources en ligne:	Icampus
Préalables :	micro-economics and introduction to game theory, LBIRA 2104 Decision Tools (or equivalent)
Thèmes abordés :	Game Theory and econometrics applied to industrial economics a) horizontal relationships between producers (Bertrand vs Cournot competition, vertical vs horizontal product differentiation,...) b) vertical relationships between producers : double marginalization, mergers c) entry and barriers to entry d) the roles of external actors (the State, consumer collective actions,...)
Acquis d'apprentissage	a. Contribution de l'activité au référentiel AA (AA du programme) 1.1-1.5, 2.1-2.5 industrial organisation (theory and empirics) 3.2-3.4, 3.6-3.8 matching real situations with archetypal problems, solving models and interpreting the abstract results 4.1-4.2 identifying typical problems in complex situations 4.4-4.7 drawing lessons from abstract models for complex, real situations 6.1-6.2 & mp; 6.4-6.7 articles presented by students, homeworks (questions) 5.8, 7.1 & mp; 7.5 competition policy-making  b. Formulation spécifique pour cette activité des AA du programme  At the end of the course, students will be able :  - to read, understand and criticize theoretical and empirical articles in industrial organization in an autonomous way. - to analyze strategic choices made by firms. - to asses 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. <i>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) ».</i>
Modes d'évaluation des acquis des étudiants :	Homeworks (student talks, critical questions, answers)
Méthodes d'enseignement :	Articles to be read, classes taught in association by students and the teacher, homeworks
Contenu :	Introductory part, presented by the teacher : 1. Elements of game theory: normal form games, developed form games, equilibrium concepts. 2. Cournot versus Bertrand competition.  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.  The set of articles in which the students choose covers the following topics : 3. Product differentiation (vertical, horizontal, information asymetries and market failures). 4. Vertical versus Horizontal integration, contract theory, agency (Principal-Agent relationship). 5. Potential competition, excess capacity, entry barriers.

Bibliographie :	The list of articles in which students choose is constantly evolving.
Faculté ou entité en charge:	AGRO

<b>Programmes / formations proposant cette unité d'enseignement (UE)</b>				
Intitulé du programme	Sigle	Crédits	Prérequis	Acquis d'apprentissage
Master [120] en sciences agronomiques et industries du vivant	SAIV2M	5	-	
Master [120] bioingénieur : sciences agronomiques	BIRA2M	5	-	
Master [120] en biochimie et biologie moléculaire et cellulaire	BBMC2M	3	-	