



4.00 crédits	30.0 h	Q1
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Enseignants	Gaspart Frédéric ;
Langue d'enseignement	Anglais > Facilités pour suivre le cours en français
Lieu du cours	Louvain-la-Neuve
Préalables	micro-economics and introduction to game theory
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 : mergers, intermediaries c) entry and barriers to entry d) innovation, changes outside the scope of the firm (e.g. environmental changes) e) the roles of external actors (the State, consumer collective actions,...)
Acquis d'apprentissage	<p>A la fin de cette unité d'enseignement, l'étudiant est capable de :</p> <p>a. <u>Contribution de l'activité au référentiel AA (AA du programme)</u> 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 & 6.4-6.7 articles presented by students, homeworks (questions) 5.8, 7.1 & 7.5 competition policy-making</p> <p>1 b. <u>Formulation spécifique pour cette activité des AA du programme</u> 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 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 analyses in industrial organization.</p>
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 : 1. Product differentiation (vertical, horizontal, information asymmetries and market failures). 2. Vertical versus Horizontal integration, contract theory, agency (Principal-Agent relationship). 3. Potential competition, excess capacity, entry barriers. 4. Innovation

	5. Sectors with intermediaries
Ressources en ligne	Moodle
Bibliographie	The list of articles in which students choose is constantly evolving.
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 biochimie et biologie moléculaire et cellulaire	BBMC2M	4		
Master [120] en sciences agronomiques et industries du vivant	SAIV2M	5		
Master [120] : bioingénieur en sciences agronomiques	BIRA2M	4		