This course will focus on the interaction between economic agents going from firms to countries, game theory will be the most utilized, but not the only one, study method.

The topics covered will be: Theory of Auctions, Innovation, game theory and business strategy, global economic policy

Syllabus:

papers discussed in class and available on the course web site.

Brandenburger, A. and B. Nalebuff, "Co-opetition", Doubleday Currency.

Pankaj Ghemawat, "Games Businesses Play" MIT Press (1-3,7).

John Ravenhill “Global Political Economy” 3rd ed. Oxford University Press 2011, cap. 3,5,11

Gort e Klepper (1982), Time paths in the diffusion of product innovations, The Economic Journal, 92, 367: 630-653

Antonelli (1997), The economics of path-dependence in industrial organization, International Journal of Industrial Organization, 15: 643-675

Page (2006), Path dependence, Quarterly Journal of Political Science, 2006, 1, 87-115

Arthur (1989), Competing technologies, increasing returns, and lock-in by historical events, The Economic Journal, 99, 394: 116-131

David (1985), Clio and the economics of QWERTY, The American Economic Review, 75, 2: 333-337

Ken Binmore & Paul Klemperer, 2002. "The Biggest Auction Ever: the Sale of the British 3G Telecom Licences," Economic Journal, Royal Economic Society, vol. 112(478), pages C74-C96, March.

Janusz A. Ordover, “A Patent System for Both Diffusion and Exclusion”, Journal of Economic Perspectives—Volume 5, Number 1—Winter 1991—Pages 43–60

Paul Klemperer “A aucton theory: guide to the literature”, journal of surveys, 1999.