



ARSD College, University of Delhi

Model Course Handout/Lesson Plan

Course Name : B.A (Economics)						
Semester	Course Code	Course Title	Lecture (L)	Tutorial (T)	Practical (P)	Credit (C)
III	12271301	INTERMEDIATE MICROECONOMICS-II	5	1	0	6
Teacher/Instructor(s)		MR. RAKESH KUMAR AND MR. RANJAN SWARNKAR				
Session		2022-23				

Course Objective:

- This course is a sequel to Intermediate Microeconomics I.
- The emphasis will be on giving conceptual clarity to the student coupled with the use of mathematical tools and reasoning.
- It covers general equilibrium and welfare, imperfect markets and topics under information economics.

Course Learning Outcomes:

- This course helps the students to understand efficiency of markets and the environment where the standard market mechanism fails to generate the desirable outcomes.
- The issues of market imperfection and market failures are important building blocks of this course.

Lesson Plan:

Unit No.	Learning Objective	Lecture No.	Topics to be covered
1	General Equilibrium, Efficiency and Welfare	1-2	Efficiency in Exchange
		3-4	Efficiency in Production
		5-6	Welfare
		7-8	Externalities
		9-11	Public Goods
		12-13	Asymmetric Information
2.	Strategic Form Game with Perfect Information	14-23	Strategic form game with perfect information
		24-32	Mixed strategy and Extensive form games with perfect information
		33-34	Sequential Games
		35	Sub-Game Perfect Equilibrium

3.	Market Structure and Game Theory	36-39	Monopoly; pricing with market power
		40-41	Peak-Load pricing
		42-43	Two-Part tariff
		44	Monopolistic competition
		45-50	Oligopoly
4.	Market Failure, Externalities, Public Goods and Market with Asymmetric Information	51-53	Market Failure
		54-55	Externalities
		56-58	Public Goods
		59-60	Markets with Asymmetric Information
	Total	60	

Evaluation Scheme:

No.	Component	Duration	Marks
1.	Internal Assessment	1 hr each	25
	• Class tests 2		
	• Attendance		
2.	End Semester Examination	3 hr	75

Details of the Course		
Unit	Contents	Contact Hours
I	<u>General Equilibrium, Efficiency and Welfare</u> Equilibrium and efficiency under pure exchange and production; overall efficiency and welfare economics	13
II	<u>Strategic Form Game with Perfect Information</u> Game theory and competitive strategy	22
III	<u>Market Structure and Game Theory</u> Monopoly; pricing with market power; price discrimination; peak-load pricing; two-part tariff; monopolistic competition and oligopoly	15
IV	<u>Market Failure</u> Market Failure, Externalities, Public Goods and Market with Asymmetric Information	10
	Total	60

Suggested Books:		
Sl. No.	Name of Authors/Books/Publishers	Year of Publication/Reprint
1.	Osborne, M., <i>An introduction to game theory</i> . Oxford University Press.	2004
2.	Snyder, C., Nicholson, W. <i>Fundamentals of microeconomics</i> . Cengage Learning.	2010
3.	Varian, H. <i>Intermediate microeconomics: A modern approach</i> , 8th ed. W. W. Norton.	2010
4.	Bergstrom, T., Varian, H. <i>Workouts in intermediate microeconomics</i> . W. W. Norton	2014
Mode of Evaluation:		Internal Assessment / End Semester Exam