

國立中山大學 109學年度第2學期 課程教學大綱

National Sun Yat-sen University 109Academic year Course syllabus

中文名稱 Course name(Chinese)	個體經濟學（二）			課號 Course Code	ECON512
英文名稱 Course name(English)	MICROECONOMICS(II)				
課程類別 Type of the course	講授類	必選修 Required/Selected	必修	系所 Dept./faculty	經濟學研究所 碩士班
授課教師 Instructor	童永年			學分 Credit	3

因應嚴重特殊傳染性肺炎(武漢肺炎)，倘若後續需實施遠距授課，授課方式調整如下：

- ☐ 同步遠距【透過網路直播技術，同時進行線上教學，得採Microsoft Teams、Adobe connect等軟體進行】
☐ 同步遠距含錄影【透過網路直播技術，同時進行線上教學並同時錄影，課程內容可擇日再重播，得採Microsoft Teams、Adobe connect等軟體進行】
☒ 非同步遠距【課堂錄影或錄製數位教材放置網路供學生可非同時進行線上學習，得採EverCam、PPT簡報錄影、錄音方式進行】
☐ 實作類課程，經評估無法採遠距課程教學，後續復課後密集補課

★遠距教學軟體操作說明連結

因應嚴重特殊傳染性肺炎(武漢肺炎)，倘若後續需實施遠距授課，評分方式調整如下：

1. Midterm exam-take home：30%
2. Final exam-take home：40%
3. On-line course participation：30%

課程大綱 Course syllabus

1. Introduction to the Game theory
2. Social Choice
3. Public goods

課程目標 Objectives

The purpose of this course is to develop students' research skills for economic analysis through reviewing the basic axioms and theorems of microeconomics. First, we will deal with the world of uncertainty by introducing Von Neumann and Morgenstern's expected utility theory. Second, we analyze how people's degree of risk aversion changes their behavior. Third, some basic ideas of game theory are introduced. And finally, we will step into the world of collective decision making. This thorough training will not only provide the students much needed skills of economic analysis as aforementioned, it but also gives them the ability to solve the problems during their future career.

授課方式 Teaching methods

講授

評分方式〔評分標準及比例〕Evaluation (Criteria and ratio)等第制單科成績對照表 [letter grading reference](#)

1. Midterm exam : 40%
2. Final exam : 40%
3. Class participation : 20%

參考書/教科書/閱讀文獻 Reference book/ textbook/ documents

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1. Mas-Colell, A., Whinston, M. and Green, F. (1995) Microeconomic Theory, Oxford University Press. NY, USA
2. Osborne, M. and Rubinstein, A. (1994) A Course in Game Theory, The MIT Press, Cambridge, MA, USA

每週課程內容及預計進度 Weekly scheduled progress

週次	日期	授課內容及主題
Week	Date	Content and topic
1	2021/02/21~2021/02/27	Introduction of the strategic form; mixed strategies; Nash equilibrium
2	2021/02/28~2021/03/06	Dominated strategies; Correlated equilibrium; Evolutionarily stable strategies
3	2021/03/07~2021/03/13	School-wide sport activity (Class cancelled)
4	2021/03/14~2021/03/20	Games in extensive forms; Subgame perfect equilibrium
5	2021/03/21~2021/03/27	Kuhn's theorem; Bargaining game
6	2021/03/28~2021/04/03	Bayesian games; Bayesian Nash equilibrium
7	2021/04/04~2021/04/10	Auction games
8	2021/04/11~2021/04/17	Repeated games; Folk theorem
9	2021/04/18~2021/04/24	Midterm exam
10	2021/04/25~2021/05/01	Extensive games with imperfect information
11	2021/05/02~2021/05/08	Sequential Equilibrium
12	2021/05/09~2021/05/15	Games of observable actions; Perfect Bayesian Nash equilibrium
13	2021/05/16~2021/05/22	Spence's education model; Signaling games
14	2021/05/23~2021/05/29	Arrow's impossibility theorem
15	2021/05/30~2021/06/05	Lobby
16	2021/06/06~2021/06/12	Externality and public goods I
17	2021/06/13~2021/06/19	Externality and public goods II
18	2021/06/20~2021/06/26	Final exam

課業討論時間 Office hours

時段1 Time period 1:
時間 Time : 星期二1400-1600
地點 Office/Laboratory : 社4032
時段2 Time period 2 :
時間 Time : 星期三1000-1200
地點 Office/Laboratory : 社4032

系所學生專業能力/全校學生基本素養與核心能力 basic disciplines and core capabilities of the department and the university

系所學生專業能力/全校學生基本素養與核心能力 basic	課堂活動與評量方式 Class activities and evaluation										
	本課程 欲培養	紙 筆	課堂討 論（含	個人書面 報告、作	群組書面 報告、作	個人口頭 報告	群組口頭 報告 Group	課程規 劃之校	證照/ 檢定	參與課程規 劃之校內外	課外閱 讀

[illegible]

2.探究與批判思考能力。 2. Inquisitive and critical thinking abilities	V	V									
3.終身學習能力。 3. Lifelong learning											
4.倫理與社會責任。 4. Ethnics and social responsibility											
5.美感品味。 5. Aesthetic appreciation											
6.創造力。 6. Creativity											
7.全球視野。 7. Global perspective											
8.合作與領導能力。 8. Team work and leadership											
9.山海胸襟與自然情懷。 9. Broad-mindedness and the embrace of nature											

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