



Til: Programrådet
Fra: Andreas Moxnes
Sak: Sak 16/2023
Sak: Endringer i ECON2610 - Welfare and Trade
Dato: 15.mars 2023

Endringer i ECON2610 - Welfare and Trade

Emneansvarlig Andreas Moxnes foreslår pensumendringer og navnebytte fra *Welfare and Trade* til *Strategy, competition and trade*.

Følgende endringer er foreslått for pensum:

- Generell likevekt kuttes (Varian ch 32-34)
- Produktivitet, teknologi og misallokering kuttes (Weil ch 7-10)
- Spillteori tas inn fra tidligere ECON2220 (Watson)

Hovedfokus på næringsøkonomi, handel, næringsstruktur, strategi og spillteori. For å knytte ulike deler av pensum sammen, vil anvendelsene i spillteori fokusere på næringsøkonomi (konkurranse, markedsmakt) og internasjonale forhandlinger.

Ny pensumliste:

- Krugman, Obstfeld, Melitz, International Economics – Theory and Policy, global edition, 12th ed: Kapittel 1-9
- Joel Watson, Strategy: an Introduction to Game Theory, 3rd ed. 2013:
- Kapittel 1-7, 9 (unntatt delkapitlene "Congruous sets" og "Aside: experimental game theory" på s 104-107), 10, 14-15.



- Kommentar: Vi dekker ikke Watson kapittel 25 «Risk and incentives in contracting» og Varian kap 31 «Behavioural economics» (som var dekket tidligere i ECON2220)

ECON 2610: Strategy, competition and trade

Course content

The first part of the course will begin with analyses of how countries compete, covering various models international trade and competition. We will discuss and analyze the role of comparative advantage, absolute advantage, productivity differences, and differences in resources. We will analyze both situations where markets are perfectly competitive and situations with imperfect competition.

The last part of the course will provide a thorough introduction to game theory, covering basic concepts and insights of game-theoretic reasoning. We will apply these insights to analyze competition, strategic behavior between firms and market structures such as duopoly. We will also analyze applications to international relations, such as trade agreements and climate negotiations.

Learning outcome

Knowledge

- You learn how to analyze problems in a general equilibrium framework.
- Knowledge about comparative advantage and the pattern of trade.
- Broad knowledge about concepts and insights of game theoretic reasoning.

Skills

- Can apply general equilibrium models to analyze questions involving industry structure and international competition.
- Can utilize game-theoretic tools to various problems, including strategic behavior between firms.

Competence

- You can read and understand project reports and journal articles that make use of the concepts and methods that are introduced in the course.
- make use of the course content in your own professional and academic work.



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Forslag til vedtak

Programrådet vedtar endringene fra og med høsten 2023.