

Microeconomics

MASTER'S DEGREE IN ECONOMICS AND FINANCE

UNIVERSIDAD INTERNACIONAL MENÉNDEZ PELAYO

This document can be used as reference documentation of this subject for the application for recognition of credits in other study programmes. For its full effect, it should be stamped by UIMP Student's Office.



GENERAL DATA

Brief description

This subject is part of Module I which contains the core subjects studied during the first two trimesters of the Master. Half of this module consists of subjects that provide the main instruments of analysis used in economics, i.e., mathematics and statistics, including in the latter a subject of econometrics. The other half are subjects of microeconomic and macroeconomic analysis. All of them form a knowledge base essential for the correct use of the subjects in Module II.

Name

Microeconomics

Code

101111

Academic year

2022-23

Degree

[MASTER'S DEGREE IN ECONOMICS AND FINANCE](#)

ECTS Credits

6

Type

MANDATORY

Duration

Cuatrimestral

Language

English

CONTENTS

Contents

- Consumer Choice and Demand Theory
- Production costs and supply theory
- Competitive general equilibrium theory
- Fundamental welfare theorems
- Game theory with complete information

COMPETENCES

General competences

G1 - Show solid knowledge of economic theory and relevant economic, econometric and computational techniques.

G2 - Apply acquired knowledge and ability to problem solve in new or unfamiliar environments within wider or multidisciplinary contexts related to the study of economics and finance.

G3 - Integrate knowledge and face the complexity of forming judgments from limited or incomplete information which includes reflections on social or ethical responsibility tied to applying economic knowledge and judgement.

G4 - Critically analyze, evaluate and synthesize new and complex ideas in relation to empirical theories and methodologies in the area of economics.

Specific competences

ET2 - Have a deep familiarization with the behavior of basic microeconomic agents, consumers and producers, and the main results of the general competitive equilibrium theory. Possess the basic knowledge of the games theory with complete information.

LEARNING PLAN

Training activities

AF1.- Theoretical classes

AF2.- Practical classes

AF5.- Study of the theoretical content of the course

AF6.- Resolution of practical exercises

AF7.- Preparation of presentations in class

Teaching methods

- Theoretical classes in which the topics of the program of the subject are developed.
- Practical classes in which students solve exercises previously distributed by the teacher.

Learning outcomes

- Have a deep familiarization with the behavior of basic microeconomic agents, consumers and producers, and the main results of the general competitive equilibrium theory. Possess the basic knowledge of the games theory with complete information.

EVALUATION

Evaluation system

SE1.- Exercises

SE2.- Presentations

SE4.- Exams

FACULTY

Coordinator/s

Caruana Húder, Guillermo

PhD Economía en Boston University

Professor of Economics

Centro de Estudios Monetarios y Financieros (CEMFI)

Lecturers

Professor responsible for the subject

SCHEDULE

Schedule

This is a compulsory subject part of Module I, and is taught in the first and second quarters.