

# Uncertainty and Information

**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

**Name**

Uncertainty and Information

**Code**

102664

**Academic year**

2023-24

**Degree**

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

**ECTS Credits**

6

**Type**

MANDATORY

**Duration**

Cuatrimestral

**Language**

English

# CONTENTS

## Contents

This course revises the main models of modern information economics, using the analysis of choice under uncertainty and game theory with incomplete information as a benchmark.

[More information](#)

# COMPETENCES

## General competences

- G1 - Demonstrate solid knowledge of economic theory, and the relevant economic, econometric and computational techniques.
- G2 - Know how to apply the knowledge acquired and be able to use problem-solving abilities in new or relatively unknown settings within wider or multidisciplinary contexts related to economics and finance.
- G3 - Integrate knowledge and tackle the complexity involved with making judgements based on incomplete or limited information, and which includes reflections on the social and ethical responsibilities tied to the application of one's knowledge and judgement.
- G4 - Critically analyse, assess and summarise new and complex ideas related to empirical theories and methodologies in the field of economics.
- G5 - Design and carry out an advanced academic research project, formulating reasonable hypotheses in the field of economics.
- G6 - Give clear and unambiguous oral presentations of scientific and technical work on economics to specialised and non-specialised audiences.
- G7 - Produce suitable written compositions, as well as work projects or scientific articles.
- G8 - Organise and plan one's own work, fostering initiative and an entrepreneurial spirit.
- G9 - Become part of work groups dedicated to economic research projects.
- G10 - Demonstrate sufficient independence, and study and summary skills so that after the master's programme, students are able to undertake a PhD in the field of economics.

## Specific competences

- EO7 - Be aware of advanced theories and models on modern macroeconomics.
- ET2 - Have an in-depth knowledge of how fundamental microeconomic actors, consumers and producers behave, and the main results of the concept of general competitive equilibrium. Possess basic knowledge in game theory with complete information.
- ET3 - Be aware of the main modern information economy models, based on analysis of choices in situations of uncertainty and game theory with incomplete information.
- ET4 - Have basic knowledge of macroeconomics through structure analysis and what the main reference models imply.
- ET5 - Possess the necessary statistical knowledge to be able to follow econometrics courses and topics with statistical content from other courses on the programme, with regard to the basic concepts of probability theory, inference and asymptotic theory, with particular reference to regression models.
- ET6 - Know the main estimation and inference models and methods used in econometrics, both for time series, and cross-cutting and panel data.

# LEARNING PLAN

## Training activities

Type of activity	Hours	%In person
Theory classes		100
Practical classes		100
Study of the theory content of the course		0
Solve practical exercises		0
Prepare class presentations		40

## Teaching methods

Theory classes  
 Exercises  
 Essay writing  
 Class discussion on work submitted by students

## Learning outcomes

- Rigorous and full knowledge of the main mathematical methods used in economics.
- Have an in-depth knowledge of how fundamental microeconomic actors, consumers and producers behave, and the main results of the concept of general competitive equilibrium. Possess basic knowledge in game theory with complete information.
- Be aware of the main modern information economy models, based on analysis of choices in situations of uncertainty and game theory with incomplete information.
- Have basic knowledge of macroeconomics through structure analysis and what the main reference models imply.
- Possess the necessary statistical knowledge to be able to follow econometrics courses and topics with statistical content from other courses on the programme, with regard to the basic concepts of probability theory, inference and asymptotic theory, with particular reference to regression models.
- Know the main estimation and inference models and methods used in econometrics, both for time series, and cross-cutting and panel data.

# EVALUATION

## Evaluation system

Type	Minimum score	Maximum score
Exercises	0.05	0.3
Presentations	0.05	0.15
Exams	0.7	0.95

## Official examination dates

- Academic schedule

## **FACULTY**

### **Coordinator/s**

**Caruana Húder, Guillermo**

*Catedrático de Economía, Boston University*

*Profesor de Economía*

*Centro de Estudios Monetarios y Financieros (CEMFI)*

### **Lecturers**

Professor responsible for the subject

## **BIBLIOGRAPHY AND LINKS**

### **Bibliography**

Bibliography in this [link](#).