

EC853-01, Spring 2000
Industrial Organization I (T,TH 9:00-10:20)
Instructor: Hideo Konishi
(Office) Carney 240
(Phone) 2-1209
(e-mail) hideo.konishi@bc.edu
(Office Hours) anytime

COURSE DESCRIPTION

This is a course in industrial organization at the Ph.D. level. The course includes standard theoretical models of industrial organization, and the approach will be game-theoretic. A solid background in graduate microeconomics is required. The aim of this course is two-fold: to present basic tools of industrial organization, and to encourage students to start their own researches. We start with describing basic oligopoly/monopolistic competition models, and moves on to specific topics in industrial organization. Given the severe time constraint we face, specific topics covered in class will be limited.

TEXTBOOK

The text for this course is: *The Theory of Industrial Organization*, by J. Tirole, MIT Press, 1988 (it is getting a bit old, but there is no other comparable books: still the best book available which covers various materials with game theoretical insights). Other useful references are: *Modern Industrial Organization*, by D. Carlton and J. Perloff, Addison Welsley Longman, 1999, 3rd edition, and *Information Rules*, by C. Shapiro and H. Varian, Harvard Business School Press, 1998.

GRADE AND COURSE REQUIREMENTS

Tentatively, I would say that your grade will be based on your performance on a final exam, an in-class presentation and a term paper. The final exam will count for 60% of your course grade. The remaining 40% will be divided up between your performance of the in-class presentation and your term paper.