

*Microeconomics — Complements (L3 Collège d'économie and CMI)*

In the second part of this lecture, we will introduce a general field that we could describe as a normative analysis of politics. It will be based on social choice and game theory and will use theoretical as well experimental approach.

Required knowledge: Advanced Microeconomics (L2) — Elements of game theory — Probability

Timetable : 5 lectures (3 hours each).

Exam: Participation during the class — Exercices to solve in 1h30

Lecture 1: Game theory (reminder to start well)

Lecture 2: Condorcet jury: theory and paradox

Lecture 3: Electoral competition

Lecture 4: Single-dimension models