

Georg-August-Universität Göttingen		6 C 4 WLH
Module M.WIWI-VWL.0198: Industrial Economics		
Learning outcome, core skills: After successful completion of the course students are able to: <ul style="list-style-type: none"> • distinguish between various market and competition models, • apply various solution concepts and use them to investigate the impact of the market form on price building and market supply, • analyze the resulting welfare effects, • apply concepts of game theory. 		Workload: Attendance time: 56 h Self-study time: 124 h
Course: M.WIWI-VWL.0198.Lec Industrial Economics (Lecture) <i>Contents:</i> <ol style="list-style-type: none"> 1. Game-theoretical concepts 2. Monopolistic market power: inefficiencies, causes and limits of market power 3. Horizontal collusion and mergers 4. Vertical restraints of competition and anti-competitive practices 5. Two-sided markets 		2 WLH
Course: M.WIWI-VWL.0198.Ex Industrial Economics (Exercise) <i>Contents:</i> In the accompanying practice sessions students deepen and broaden their knowledge of topics introduced in the lectures.		2 WLH
Examination: Written examination (90 minutes) M.WIWI-VWL.0198.Mp: Industrial Economics		6 C
Examination requirements: Students have to: <ul style="list-style-type: none"> • solve exercises computationally, graphically, as well as verbally, • demonstrate a fundamental knowledge of equilibrium analysis, • show the ability to analyze various market forms and their welfare implications, • demonstrate fundamental knowledge in game theory. 		
Admission requirements: none	Recommended previous knowledge: Microeconomics, Game Theory	
Language: English	Person responsible for module: Prof. Dr. Claudia Keser Dr. Tanmoy Das	
Course frequency: each winter semester	Duration: 1 semester[s]	
Number of repeat examinations permitted: twice	Recommended semester: 1 - 3	