# COURSE DETAIL

| COMPETITION AND STRATEGY |
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| **Country**<br>Australia |
| **Host Institution**<br>University of Melbourne |
| **Program(s)**<br>University of Melbourne |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>Economics |
| **UCEAP Course Number**<br>102 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>COMPETITION AND STRATEGY |
| **UCEAP Transcript Title**<br>COMPETITION&STRATGY |
| **UCEAP Quarter Units**<br>6.00 |
| **UCEAP Semester Units**<br>4.00 |

**Course Description**
This is an introductory course in game theory and information economics. Topics include static and dynamic models of strategic interaction, decision making under uncertainty, adverse selection, signalling and screening models, coordination and cooperation, horizontal and vertical integration, and collusion and product differentiation. Empirical examples, applications to business and public policy, and field evidence are emphasized.

**Language(s) of Instruction**
English

**Host Institution Course Number**
ECON20005

**Host Institution Course Title**
COMPETITION AND STRATEGY

**Host Institution Course Details**
https://handbook.unimelb.edu.au/2018/subjects/econ20005

**Host Institution Campus**
Melbourne

**Host Institution Faculty**

**Host Institution Degree**

**Host Institution Department**
Economics

**Course Last Reviewed**
2023-2024

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