"Mechanism Design and Implementation"

Advanced Ph.D course

Prof. Sandro Brusco,
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November, 23\textsuperscript{rd} - 27\textsuperscript{th}

Department of Economics Seminar Room,
Building U6, Third floor, Room 372, 2.30 p.m.

With the contribution of
Mechanism Design and Implementation Theory

Sandro Brusco

**Topic of the course:** Mechanisms design is the study of institutions and the social outcomes they produce. Game theory is used to predict how agents respond to different institutional rules, and therefore the outcomes which result from the adoption of different rules; applications of the theory range from economics to political science. In this course we will study the abstract mechanism design problem, and will also present some applications to economics.


2. **Tuesday November 24th**, room U6/372, 2.30 pm: Application to auctions and trading problems.

3. **Wednesday November 25th**, room U6/372, 2.30 pm: Implementation with interdependent values.
4. **Thursday November 26th, room U6/372, 2.30 pm:** The implementation problem with complete and incomplete information. Necessary and sufficient conditions for Nash implementation and for subgame perfect implementation.


5. **Friday November 27th, room U6/372, 2.30 pm:** Moral hazard models.