Annexure-1

BA Programme Economics Courses for Semesters VII & VIII

Discipline Specific Electives (DSE) and Generic Electives (GEs) for BA Programme will be from the common pool of DSEs and GEs available for both BA Honours and BA Programme courses.

The Discipline Specific Core (DSC) courses for BA Programme with Economics as a major discipline (semesters VII & VIII) are given below.

Semester VII

DISCIPLINE SPECIFIC CORE COURSE – 13 (DSC-13): Game Theory and Strategic Interactions

Course title & Code	Credits	Duration (per week)			Eligibility Criteria	Prerequisite
		Lecture	Tutorial	Practical / Practice		
Game Theory and Strategic Interactions -ECON013	4	3	1	0	Pass in Class XII	NIL

Learning Objectives

The learning objectives of this course are:

- Develop a solid foundation for the formal analysis of game theory and its applications to key microeconomic issues.
- Use game-theoretic tools to analyse market power, modern market design mechanisms such as contracts and auctions, as well as challenges related to commitment and coordination in strategic settings.

Learning outcomes

By the end of this course, students will be able to:

- Understand and critically analyse strategic interactions, with a particular focus on the role of information in shaping outcomes in strategic settings.
- Apply the concepts and analytical tools developed in the course to evaluate strategic situations across various disciplines, including economics, management, and other social sciences.

Syllabus

UNIT I: Complete information simultaneous move games, Strict and Weak Dominance, Nash equilibrium, Mixed strategy Nash equilibrium, Complete information extensive form games, Sequential rationality and subgame perfection (18 hours)

UNIT II: Topics from Industrial Organization (9 hours)

UNIT III: Incomplete information, Bayesian Nash equilibrium, Auctions, Moral Hazard, Contracts (9 hours)

UNIT IV: Communicating information, Perfect Bayesian equilibrium, Job market signaling and reputation (9 hours)

Recommended readings

- Osborne, M. (2004). An Introduction to Game Theory (Indian Edition)
- Watson, J. (2002). *Strategy: an introduction to game theory*. New York: WW Norton.
- Munoz-Garcia, F. (2017). *Advanced microeconomic theory: an intuitive approach with Final Examples*. MIT Press.
- Munoz-Garcia, F. (2017). *Practice Exercises for Advanced Microeconomic Theory*. MIT Press.
- Dunaway, E., Strandholm, J. C., Espinola-Arredondo, A., & Munoz-Garcia, F. (2020). *Practice Exercises for Intermediate Microeconomic Theory*. MIT Press.

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

Semester VIII

DISCIPLINE SPECIFIC CORE COURSE – 14 (DSC 14): Development Theory and Experience

Course title & Code	Credits	Duration (per week)			Eligibility Criteria	Prerequisite
		Lecture	Tutorial	Practical / Practice		
Development Theory and Experience – ECON017	**4**	**3**	**1**	**0**	**Pass in Class XII**	**NIL**

Learning Objectives

The Learning objectives of this course are as follows:

- Understand the dynamic interconnections between social and economic dimensions of the development process.
- Examine both macro and micro-level issues in demography, with a focus on fertility choices and gender bias.
- Analyse the process of migration using formal models that emphasize rural–urban linkages and sectoral interdependence.
- Explore the distinctive features of rural institutions and their role in shaping contracts within labour, land, and credit markets in rural economies.
- Evaluate the efficiency of these institutional contracts, even when they diverge from standard competitive market frameworks.

Learning outcomes