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Associate Professor
Department of Economics
PhD Public University of Navarre, 2006

- Research:
 - Areas of interests: game theory, mechanism design, allocation problems, social choice and experimental economics.
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- TFM proposals:
 - Topics related with allocation problems, mechanism design, social choice, game theory and experimental economics.

Subject Game Theory (2st Term)

- **For whom?** Students interested in understanding the strategic behavior of economic agents.
- At the end of the course, student will be able to:
 - Identify the basic concepts of Game Theory and its most prominent economic applications.
 - Analyze a strategic situation and obtain good predictions about economic agents' behavior.
 - Model any strategic situation as a formal problem of Game Theory by using the concepts learnt along the course.
 - Apply the most suitable solution concepts of Game Theory to each particular situation.
 - Determine which variables determine agents' behavior in a particular strategic situation.
 - Understand and use the information of the behavior in a strategic environment.
- Prerequisites: basic knowledge of Microeconomics, Linear Algebra and Calculus is recommended.
- Assessment: Exam (50%); Presentation in class (25%); Problem set (25%)

Topics proposal for Master Thesis (TFM)

- Topics related with game theory, social choice, allocation problems, mechanism design and experimental economics.
- Some possible proposals for TFM
 - Analysis and evaluation of existing assignment methods.
 - Study of voting mechanisms
 - Experiments on Individual Decision Theory and Game Theory.
- Prerequisites:
 - Basic knowledge of microeconomics and game theory
 - Other courses recommended: Behavioral Economics, Experimental Economics and Political Competition and Decision making.