朝陽科技大學 093學年度第1學期教學大綱 Microeconomics 個體經濟學

當期課號	6103	Course Number	6103
授課教師	戴錦周	Instructor	DAI,JIN JOU
中文課名	個體經濟學	Course Name	Microeconomics
開課單位	財務金融系(二進)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	首先介紹需要、供給及彈性的概念。 接著介紹消費者理論包括效用、無異 曲線的概念、消費者均衡及價格、所 得與需要量之關係。接著是生產理 論包括生產函數、成本函數的觀念及 四種市場結構。最後介紹外部性、公 共財與福利經濟學。	Objectives	This course focuses on the behavior of firm and consumer under the perfect competitive environment, i.e., the general equilibrium model, during the first half of this course. We then move on to imperfect competition model and game theory. In addition, we will cover the economics of uncertainty and information, which is particularly relevant to the study of finance. Finally, some classical topics in economics, such as externality, will be discussed. Covers consumer behavior, intertemporal choice, asset market, uncertainty, market demand, market equilibrium, firm behavior under perfect competition, imperfect competition, and monopoly, game theory, welfare, externalities, public goods, law, and information.
教材	Nicholson, W., Intermediate Microeconomics and Its Application, Dryden, 雙葉。 謝登隆, 個體經濟理論與應用,智 勝。	Teaching Materials	
成績評量方式	學期總成績 = 30%□平常成績+30%□ 期中考成績+40%□期末考成績	Grading	Total=30%class + 30%□Midterm +40%□Final
教師網頁	1. 介紹個體經濟學的重要理論與應用。 2. 培養同學利用個體經濟理論分析問題的能力。		
教學內容	1. 廠商理論:利潤、成本、生產。 2. 消費者理論:消費行為。 3. 市場理論:獨占、賽局理論。	Syllabus	Firm Theory: Profits, Costs, and Production. Consumer Theory: Consumers' Behavior. Market Theory: Monopoly,and the Game Theory.

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