



School	Business
Department	Economics, Business & Finance
Module title	Industrial Economic
Module Code	2104409
Credit hours:	3 Credit Hours
Module Leader	Hassan ALamro(Hassan.a@mutah.edu.jo)

The course aims: Introducing the concepts of micro-economic theory that are directly related to markets, Statement of the importance of industrial organization and the most important dimensions, Market structure study, industrial concentration, barriers to entry and economies of scale. Explain the importance of the role of game theory in making economic decisions

On completion of this module students should:

- Develop the student problem-solving skills
- Ability to see how models connect to real-world decisions being made in today's firms and policy debates
- Understand optimization for costs and benefits
- Identify different market structures

Module outline

- Week 1: Introduction to Economics
- Week 2 : market structure
- Week 3 : market structure indicators
- Week 4 : economies of scale
- Week 5 The impact of optimal size on returns and costs
- Week 6: merger
- Week 7: Collusion
- Week 8 : midterm exam
- Week 9: game theory
- Week 10: game theory
- Week 10: The Producer, Chapter 5
- Week 11: advertising
- Week 12: Market Structure: Competitive and Non-competitive Markets
- Week 13: Market Structure: Competitive and Non-competitive Markets
- Week 14: Case Study
- Week 15: Case Study

- Week 16: Final Exam

Course Materials

- Industrial Organization, Douglas Greer.
- The economics of Industrial Organization, William Shepherd
- Advanced Industrial Economics, Stephen Martin
- Game Theory for Applied Economists, Robert Gibbons

Module Organization

- **Teaching:** 3-hour lectures per week
- **Student workload:** Approximately 6 hours study per week
- **Feedbacks** will take the shape of one-to-one.

Assessment method:

- Mid Term Exam 30% (1 hour): week 7.
- Weekly exercises/assignments 20% (1 hour): week 11.
- Final Exam 50% (2 hours): week 16.

Course policies

To be explained to the students at the first meeting:

- ✓ **Class attendance:** Students are expected to attend all lectures of this course due to the nature of the course that adopts a cumulative learning process. A prior approval is required for class absence, except for emergencies.

*Students **absent** from class are responsible for obtaining notes of lectures and project assignments from fellow students and are responsible for turning such assignments when due. Absence is not an excuse for meeting an assignments due date.*

- ✓ **Tardy:** Arriving late are not expected in both on-campus and online lectures (if any), as it would affect the understanding of the student to the new topic, and therefore his performance in the daily exercise.
- ✓ **Class behavior:** A student is expected to pay full attention to the tutor, to respect his colleagues, and to keep the lectures and his table clean and tidy. Additionally, full attention shall be kept during the classes as the peer-to-peer learning is one of the major learning tools in the lecture.
- ✓ **Food and drinks:** Snacks and drinks with lids are allowed in the lectures.
- ✓ **Submissions and exams:** The weekly exercises are expected to be submitted on time. Late submissions are only accepted within a week of the original deadline and with 20% cut of the main grade. Failure to attend any exam or quiz will result to have a mark of zero.
- ✓ **Cheating:** Cheating in all its forms are not accepted and would result in an automatic zero for the submission/exam and would be reported to the dean to investigate the case and decide upon a suitable punishment according to the university regulations.