ECON 4838-003 MICROCOMPUTER APPLICATIONS IN ECONOMICS

Fall 2006

CLASSROOM LOCATION: HUMN 1B45 (use Excel 2003 for Windows)

CLASS DAYS/TIME: TR 3:30-4:45

INSTRUCTOR: Professor Frank S. T. Hsiao

OFFICE: Economics Building 107 OFFICE HOURS: TR 1:10-2:40 OFFICE PHONE: 303-492-7908 EMAIL: frank.hsiao@colorado.edu

HOMEWORK WEB SITE: www.colorado.edu/Economics/courses/hsiao/index.HTM

OBJECTS: The main object of this course is innovative uses of the personal computer in economic analysis and in model building techniques. Students will acquaint themselves with the nature and properties of economic models by trial and error through individualized, computer generated exercises. The course contents are divided into five parts:

Part I Economic Static and Comparative Static Analyses with MS Excel, Part II Basic Statistics, Finance, and Matrices with Excel,

used in Econ 1078-3 and 1088-3.

Previous knowledge of microcomputers or software is not required. However, students should have enough time to practice and familiarize themselves with the computer and the software package within a short period of time. This takes constant effort and great determination.

THE SOFTWARE PROGRAM: The software program we use is Microsoft Excel 2003 for Windows. It is installed on the hard disk of the computers in the classroom.

The reason we use Excel is simple. It is practical and widely available. We have been using spreadsheets programs in this class since 1986: VisiCalc, Lotus 1-2-3, Quattro Pro, and now Excel, depending on the most popular spreadsheet program of the time. As shown in the reference section below, we have demonstrated that the spreadsheet program is an excellent tool

4.	If you use disks, hand in the test disk one class before the test day (Tuesday). The test disk

REFERENCES ON GAME THEORY

Bierman, H. Scott and Luis Fernandez, *Game Theory with Economic Applications*, Addison-Wesley, 1993.

Binmore, Ken, Fun and Games, A Text on Game Theory, D. C. Heath, 1992.

Dorfman, R., Paul A. Samneson, and Robert . Solow, *Linear Programming and Economic Analysis*, McGraw-Hill, 1958.

McKinsey, J.C.C., Introduction to the Theory of Games, McGraw-Hill, 1952.