

**MIT 14.01: Principles of Microeconomics**  
**Sp 2025, Next Steps**

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## More Economics?! Consider taking the following, if you enjoyed...

- Theoretical aspects of what we covered: **14.04**
  - Deeper and more rigorous/general take on everything
  - Game theory and game theoretic foundations of markets (and failures)
- Empirical tools used in econ (and other data sciences): **14.30 + 14.32**
  - Statistical/probability foundations of causal inference
  - Methods: RCTs, difference-in-differences, regression discontinuity, + more
- Relatively “macro” aspects of what we covered: **14.02**
  - Trade, trade deficits/surplus, workers deciding whether to work or not, growth, technological change
- Thinking through the micro-level details of human behavior: **14.13**
  - Including the mistakes that real-world consumers make while trying to do the “optimal” thing (and how firms take advantage of those tendencies)
- Policy responses to inequality and market failures: **14.41, 14.44, 14.64**
  - 14.41: Real-world policy problems, taxation, and public programs
  - 14.44: Focus on energy markets/environmental policy
  - 14.64: Focus on labor markets

## More Economics?! Consider taking the following, if you enjoyed...

- Low-income countries (aka “Development Economics”): **14.73, 14.75, 14.76**
  - 14.73: Poverty, nutrition, education, health, microfinance, insurance, ...
  - 14.75: Politics
  - 14.76: Firms, production, investing, management, entrepreneurship, trade
- International trade: **14.54**
  - Rigorous treatment of everything (theory and empirics) to do with international trade
- Game Theory: **14.12, 14.15(J), 14.16, 14.19**
  - Rigorous underpinnings of game theory, with wide range of applications
  - 14.15: Networks
  - 14.16: Strategy and information (e.g. where one side has more info than other)
  - 14.19: Market design (e.g. non-traditional exchange settings involving strategic interactions, such as auctions, school assignment systems, matching, etc.)
- Imperfect competition and strategic interactions: **14.20, 14.27**
  - Complex organization of actual industries, including (especially in 14.27) features of modern tech industries

**Most importantly, please stay in touch!!**

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