

The Hebrew University of Jerusalem

Syllabus

Property Theory - 62973

Last update 05-05-2024

HU Credits: 1

Degree/Cycle: 1st degree (Bachelor)

Responsible Department: Law

Academic year: 0

Semester: 2nd Semester

Teaching Languages: English

Campus: Mt. Scopus

Course/Module Coordinator: Prof. Daniel Klerman

Coordinator Email: dklerman@law.usc.edu

Coordinator Office Hours:

Teaching Staff:

Prof Daniel Klerman

Course/Module description:

This course introduces students to theories of property. The course will emphasize economic concepts, such as the tragedy of the commons and transactions costs, but will also draw on philosophical concepts and ideas from other disciplines. Discussion will include real world applications to Intellectual property, the ownership of human cells, nuisance, takings, and other areas of the law.

Course/Module aims:

Learning outcomes - On successful completion of this module, students should be able to:

- 1. Students will understand theoretical approaches to property law.*
- 2. Students will be able to apply theoretical approaches to a variety of property law issues, doctrines, and disputes.*

Attendance requirements(%):

Teaching arrangement and method of instruction:

Course/Module Content:

- 1. Basic Theories of Property & Property in the Human Body*
- 2. Coase, Nuisance, & Copyright Fair Use*
- 3. Commons, Anti-Commons, & Intellectual Property*
- 4. Servitudes & Limits to Private Governance*
- 5. Government Takings*
- 6. To Be Announced Later*
- 7. Private Ordering, Property, & Economic Growth*

Required Reading:

All readings will be in English and will be posted to the course website and/or Moodle. Readings will be heavily edited so that students can focus on key concepts.

Additional Reading Material:

Grading Scheme:

Essay / Project / Final Assignment / Home Exam / Referat 80 %
Active Participation / Team Assignment 20 %

Additional information:

Grading will be based on participation (quality and quantity) and on three short papers relating to the readings.