Objective
The primary objective of this course will be to use economic laboratory experiments – essentially interactive classroom activities – to (1) help you learn and solidify canonical economic theories, (2) give you insight into why and how models predict outcomes well and/or poorly, and (3) allow you to design and evaluate experiments, and (4) develop your skills in analyzing and presenting data. In particular, this class will improve your ability to use economic analysis on real data.

Optional Textbook
“Markets, Games, and Strategic Behavior”, Charles Holt. Reference only; do not buy.

Grades
Your grade will be based on five parts worth an equal amount: Problem sets (including individual proposal at end of quarter), three closed-note quizzes, open-note final exam, group project, and participation

Problem Sets
You will submit Problem Sets online Monday before class. Problem sets will generally be done in groups of 2-4. Even if groups calcify during the quarter, there is no formal obligation to remain with the same group. You are discouraged from working alone though it is allowed; and send me an email if you are having trouble finding people to work with. Problem sets will typically consist of one to two questions that you will submit to be graded, along with other practice problems that you do not need to submit.

You will also propose your own experiment and describe what question you hope to answer. This proposal should be under two pages and include a short literature review. This can be thought of as a final problem set and will be part of your problem-set grade.

Quizzes
There will be three short tests (i.e. quizzes). You can miss up to one, though this may have a slight adverse effect on your grade; please speak with the professor as soon as possible if you know in advance that you need to miss a quiz. The quizzes will cover anything from class (including student presentations) from the previous three weeks.

Wed, Apr 24 (week 4) -- Wed, May 15 (week 7) -- Wed, May 29 (week 9)

Final Exam
The final exam will primarily be similar to some of the problem set questions. It will be open notes and open computer (in fact you will take it on your computer). The focus of this final will be your ability to analyze data in order to test economic models. There will also be a take-home portion centered on Jun 3, a day in which normal class is canceled. Proctored: 9:00 am Friday, May 31 (i.e. section time, but starting early). Take-home: Due Monday, Jun 3 (instead of lecture).

Project
The main project will be collaborative and done in groups of up to four.1 You will run an experiment during lecture/section, analyze the results, and present them to the class the following week. See “Project Guidelines” on Canvas for more details.

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1 For Spring of 2019, the groups will be assigned in week 1 (with some input from you). For the problem sets, you may never work with somebody who is also in your project group. We hope this gives you an opportunity to get to know more people in the class.
Participation
Engagement during class and section will not go unnoticed by the professor and the TA. Your performance in experiments will mostly be a way to show that you have stayed engaged. Top scorers will be recognized with a few bonus participation points; mostly, just try not to be a low scorer due to non-participation or chronic lack of effort. Finally, for each problem set (and for student projects) you will fill out a short survey with regards to how your group worked together. In some situations we may look at answers to these surveys with regards to your participation grade (not your problem set or project grade).

Sections
You are expected to attend a majority of sections (likely 75%, but exact figure to be announced during the first week). You can decide which ones (with some guidance, to be discussed in class), and you are also welcome to attend all of them if you want, though it is not expected. Occasionally a part of section may also be used to cover material that we did not have time for in class.

Computers
You will sometimes need to have a laptop computer to participate in this class (though often a smartphone works). It will be easiest to bring your computer to each class since it will be used frequently. Also, when you are not using your computer, please close it and put it away. You will always need a computer in section.

Weekly Schedule
- Monday: Student presentations based on experiments from previous week; Lecture and/or quick experiment.
- Wednesday: Quiz some days; Lecture/discussion.
- Friday: Experiments run by students; Sometimes an optional example to help with upcoming problem set.

Schedule of Topics
**Weeks 1 - 3: Markets and Equilibrium**
- Design, identification, and statistical inference
- Presentation guidelines
- Supply and Demand; General Equilibrium

**Weeks 4 - 6: Games (sequential and simultaneous)**
- Power calculations
- Regression with interaction, log, and quadratic terms
- Mixed-strategy equilibrium

**Weeks 7 - 9: Individual Choice and Selected Topics**
- Possibilities: Lotteries, auctions, lemon markets
- Practice for final exam

Possible Experiments
**Bold** will likely be played in class at some point. *Italicized* exist in Veconlab and so are also good for student projects.

- Markets: Pit Market, call market, double auction, lemons market, labor markets, general-equilibrium trade game,

- Games: Ultimatum/dictator game, trust game, prisoner’s dilemma, coordination game, traveler’s dilemma, guessing game (p-beauty contest), centipede, voluntary contribution, gift exchange, any 2x2 game, auctions (first-price, second-price, all-pay, common-value), cheap talk, Bertrand (price) competition, Cournot (quantity) competition.

- Other: Risk preference, time preference, information cascades, asset markets, vertical monopolies, anything else you figure out how to implement.

Links: Academic Integrity; Accessible NU; Peer-Guided Study Groups; Student Enrichment