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 data and presenting results. In particular, this class will improve your ability to use economic analysis on real data.

Grades -- Grading Details (added April 25)
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 2-3. 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. Problem sets will typically consist of one to two questions that you will submit (some to be graded, some simply checked for effort), along with other practice problems that you do not need to submit.

Quizzes
There will be three closed-note quizzes (i.e. short tests). 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 material (sometimes even stuff from student presentations) from the previous three weeks.

Wed, Apr 20 (week 4) -- Wed, May 11 (week 7) -- Wed, May 25 (week 9)

Final Exam
The final exam will 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. Scheduled final exam time is Friday, May 27, 8:00-10:00 pm.²

Project
The main project will be collaborative and done in groups of up to four. 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 quiz 1 you will get one sheet of notes. Future quizzes may be closed-note depending on material.
² Exact start time subject to change, but no matter what we will use the designated section time. If you have a valid reason to not be on campus at this time, you can take the exam remotely, but it must be during these two hours.
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 problem sets and the project, 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 so that you can be a participant in other people’s experiments. The exact number that you can miss will be announced during the first two week. You have some flexibility with regards to which ones to miss (with some guidance, to be discussed in class), and you are also welcome to attend all of them if you want.

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 presentation(s) based on experiments from previous week; Lecture and/or quick experiment.
- Wednesday: Quiz some days; Student presentation(s); Lecture/discussion.
- Friday: Experiments run by students

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.

*Official university policies* apply in this class.