**EC 438 Experimental Economics**

**Description:** A brief history of controlled experiments in economics. Methodology of experimental design and hypothesis testing. Analyzing experimental design data. Review and discussion of results from experiments on individual decision making, markets, simultaneous and sequential games, social preferences, trust, reciprocity, public goods and coordination problems. Programming computer-based experiments.

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**Office Hrs:** W78

**Class meets:** TTh 878 (NBZ11-10-10)

**Web page:**

**Textbook:** There is no required textbook for this class.

Recommended textbooks:
- Markets, Games, & Strategic Behavior by Charles A. Holt
- Experimental Methods: A Primer for Economists by Daniel Friedman & Shyam Sunder
- The Handbook of Experimental Economics Edited by John H. Kagel & Alvin E. Roth
- Economics Lab: An Intensive Course in Experimental Economics, by Daniel Friedman and Alessandra Cassar

**Required Reading:**
You are expected to read the material (mostly scientific articles and opinion pieces) posted weekly on the course web page.

**Grading:** Quizzes and Response Papers (%25) + Group Experiment (25%) + Exam (25%) + Group Project (25%)

Quizzes and Response Papers will be based on required reading material

Group Experiment involves running an experiment using online experimental software (like Veconlab) and analyzing the data.

Group Project involves designing your own experiment, running pilot sessions and preparing a written report.

Note that Make-up exams can only be taken if you have an official doctor's report approved by the related office of the University.

**Outline:**
- Methodology of Experimental Economics
- Market Experiments
- Individual Decisions
- Behavior in Simultaneous Move Games
- Focal points and Coordination
- Social Preferences
- Behavior in Public Goods Experiments
- Sanctioning Institutions
- Incentives
- Field Experiments