

Georg-August-Universität Göttingen Module M.WIWI-VWL.0054: Behavioral Game Theory	6 C 4 WLH
Learning outcome, core skills: At the end of this course, students will have a clear understanding of: <ul style="list-style-type: none"> • the methodology of experimental economics, • the range of questions that can be analyzed in economic experiments, • various experimental paradigms and related stylized facts, • the practical issues involved in the design and running of economic experiments, • how to analyze data generated from economic experiments, • how to write a project proposal. 	Workload: Attendance time: 56 h Self-study time: 124 h
Course: M.WIWI-VWL.0054.Lec Behavioral Game Theory (Lecture) <i>Contents:</i> The course will start with an introduction into the methodology of experimental economics, illustrated by a varied range of economic experiments that were designed to explore individual and group behavior in economic games. The introduction will also cover the elicitation of economic preferences as well as basic statistical techniques for the analysis of experimental data. In the second part of the course, participants will work in groups: they identify a topic for further experimental investigation, develop a full-fledged experimental design to explore and understand this topic, and present it orally in class. Potentially, a pilot study might be carried out.	2 WLH
Course: M.WIWI-VWL.0054.Ex Behavioral Game Theory (Exercise) <i>Contents:</i> In the first part, exercises will consist in taking part in and/or reading seminal papers on various economic experiments. These experiments will be chosen to introduce the students into a small number of specific topics to be focused on in each semester. For each experiment, participants will critically discuss fundamental aspects, potential shortcomings as well as conceivable further applications of its specific design and how its results relate to those of similar experiments to be found in the literature. In the second part, participants will be accompanied in the elaboration of an experimental research question and the design of an experiment, including the derivation of hypotheses to be tested and the statistical approach.	2 WLH
Examination: Individual essay based on group work (Group work 2-5 people, max 15 pages) M.WIWI-VWL.0054.Mp: Behavioral Game Theory Examination prerequisites: Written examination (90 minutes, after first part)	6 C
Examination requirements: Written examination Demonstrate knowledge of: <ul style="list-style-type: none"> • the basic experimental paradigms discussed in the course, 	

- the mathematical methods for analyzing individual decisions and social interaction in those paradigms,
- and related stylized behavioral economics results.

Essay

Describe:

- motivation and goal of the research project,
- related literature,
- precise research question and the specific experimental design, how it relates to existing experiments, theoretical considerations and derivation of testable hypotheses,
- experiment instructions.

Admission requirements: none	Recommended previous knowledge: none
Language: English	Person responsible for module: Prof. Dr. Claudia Keser
Course frequency: irregular	Duration: 1 semester[s]
Number of repeat examinations permitted: twice	Recommended semester: 1 - 4