

ECON 4820, Experimental Economics, Fall 2016

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Monroe Hall 238

Enrollment is limited due to the presentation structure of the class and the need to engage in web-based experiments.

Readings: This is a course that covers topics in behavioral and experimental economics, with some introduction to game theory, auction design, and strategic decision making in risky environments. The primary text will be *Markets, Games, and Strategic Behavior*, by C Holt, Pearson, Addison-Wesley, 2007. Please Note: you will have to have a copy of the book since there are quizzes due for each daily reading assignment. This is a research-oriented class and the sequence of topics will be determined jointly by student and instructor interests. Student teams design their own experiments, which can be run by hand or from the Veconlab site maintained by the instructor.

Attendance is mandatory since a lot of what you might learn is based on participating in the classroom experiments, listening to presentations made by other students, and asking questions. You should not take this class if you are unable to attend regularly. Please email me cah2k@virginia.edu **in advance** if you have to miss class.

Tentative assessment plan: There will be about 20 on-line multiple-choice quizzes based on the reading due that day. Quizzes are open-book but should be done individually and only once. Quizzes are graded and the honor system pledge is implicit when you submit the answers (open book but done individually). The first several weeks provide an overview of types of experiments and key concepts in markets, games, and risky decisions. Group presentations begin in the third week of Sept. These presentations will be done jointly (with two other students), and you will each talk for about 10 minutes and submit the power point slides to me at that point. In addition, you will write a short paper to be done individually, on some topic related to the presentation (generally based on a published research paper that uses laboratory experiments). More details will follow. You will be doing some background research on papers related to your presentation and paper. There will be no exam.

The final grade will be based on (2016): the presentation (20%), paper (35%), quizzes (25%), and other activities, e.g., attendance, class discussion, etc. (20%).

Quizzes: Quizzes will be administered on Collab. Each quiz will have 10 questions (10 points each). The next quiz will be made available just after the class before the quiz is due. The due date is given on the class schedule, at the start of class. When you submit your answer to the final question, you will see your score and feedback on question(s) you missed. Readings are short and sweet! It will be much better to read the chapter before you begin the quiz, in order to avoid wasting time searching for details or trying to figure things out that depend on earlier explanations in the chapter. If you miss more than one

question, it's a signal to read the chapters a little more carefully, although the quizzes are not a big part of the overall grade (only about 1% for each quiz).

Instructions for Uploading Group Presentations

Please have one person on each team upload the team presentation to the Collab folder under Resources that is labeled:

2016 Class Team Presentations

IMPORTANT: The file name should be of the form:

Chapter_nn_group_presentation

If "nn" is the chapter number, then these will be in order. The safest format is to save it as a pdf file, especially for Prezzi. Please do this even if you have already emailed me your presentation. The Collab site will be visible to all class members, but not the whole world.