Instructor: Alec Smith
Email: alecs@email.arizona.edu
Office hours: Wednesday 2:00—3:00pm, 401V McClelland Hall, or by appointment

Course Description: We will survey some of the large and growing literature in Experimental Economics. The background for the course is graduate microeconomic theory and game theory.

Format: The course will be taught in a seminar format, with plenty of opportunity for interaction and discussion.

Course Requirements:

1. Attend class, read papers, and participate in class discussions.
2. Present a paper or topic in class and direct the discussion, a minimum of once in the semester.
3. Prepare a research proposal and present it in class (see the schedule below). You should plan on presenting an abstract of your proposal in class by November 5, and present the full project by the end of the semester on December 10.

You may work in pairs for (2) and (3) above, subject to my approval. Pairs need to present papers/topics a minimum of two times.

Texts (encouraged):

Course outline: The following course outline is a work in progress and will evolve. As the semester progresses we’ll direct our attention and focus in response to time and student interest.

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<td>September 24</td>
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<td>December 10</td>
<td>Student presentations; additional topics</td>
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Bibliography: We’ll focus each week on a few selected readings from the papers below. We’ll likely add some papers to the list as we go along.

1. Introduction: Experimental Economics


*Journal of Economic Behavior & Organization*, Volume 73, Issue 1 (January 2010), Special Issue on the Methodology of Experimental Economics.


2. Methods: Induced value and market experiments


3. Methods: Incentives


4. Methods: Measuring valuations


5. Methods: Revealed preference


6. Methods: Field experiments


7. Methods: Strategy method


8. Methods: Measuring beliefs


9. Risk and time preferences


10. The endowment effect and the WTP-WTA gap


11. Reference-dependent preferences


12. Industrial Organization


13. Labor


### 14. Development


### 15. Fairness, Trust, Altruism, Norms, Intentions, and Other-regarding Preferences


16. Public goods


17. Auctions


18. Asset markets and bubbles


19. Rationality in games and strategic sophistication


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20. Backward induction


Camerer, C., *Behavioral Game Theory*: Chapter 4.1 (pp. 151-161), Unstructured Bargaining


22. Learning


23. Policy experiments


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24. Choice modeling, Search, Response times


25. Neuroeconomics