# EXPERIMENTAL ECONOMICS

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| 1 | Course Title: | EXPERIMENTAL ECONOMICS |
| 2 | Course Code: | IUS4105 |
| 3 | Type of Course: | Optional |
| 4 | Level of Course: | First Cycle |
| 5 | Year of Study: | 4 |
| 6 | Semester: | 7 |
| 7 | ECTS Credits Allocated: | 6.00 |
| 8 | Theoretical (hour/week): | 3.00 |
| 9 | Practice (hour/week): | 0.00 |
| 10 | Laboratory (hour/week): | 0 |
| 11 | Prerequisites: | None |
| 12 | Language: | Turkish |
| 13 | Mode of Delivery: | Face to face |
| 14 | Course Coordinator: | Dr. Ögr. Üyesi MÜSLÜM BASILGAN |
| 15 | Course Lecturers: | |
| 16 | Contact information of the Course Coordinator: | Doç. Dr. Müslüm BASILGAN muslumbasilgan@uludag.edu.tr<br>Bursa Uludağ Üniversitesi<br>İnegöl İşletme Fakültesi<br>Uluslararası Ticaret ve İşletmecilik Bölümü<br>0224 294 26 95 |
| 17 | Website: | |
| 18 | Objective of the Course: | The basic aim of the course is to explain the experimental method in economics and show it with applications. |
| 19 | Contribution of the Course to Professional Development: | To know the experimental method in economics and to be able to apply it. |
| 20 | Learning Outcomes: | |

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| | 1 | Learn when to use an experiment as the most powerful tool |
| | 2 | Learn how to use an experiment |
| | 3 | Learn the features of a good experimental design to test a model |
| | 4 | Learn about human behavior from the perspective of behavioral economiccs |
| | 5 | Learn what are the comparative efficiency properties of various market institutions |
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| 21 | Course Content: | |

## Course Content:

| Week | Theoretical | Practice |
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| 1 | Introduction to experimental economics | |
| 2 | The Charecteristics of Economic Experiments | |
| 3 | Design in Economic Experiments:I | |

| 4 | Design in Economic Experiments:II | |
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| 5 | Incentive Mechanisms I—Induced Value, Payoff Dominance, Hypothetical versus Real | |
| 6 | Incentive Mechanisms II--Risk and Time. | |
| 7 | Game Theory and Experiments | |
| 8 | Barganing and social Preferences | |
| 9 | Auctions | |
| 10 | Coordination and public goods | |
| 11 | Computerized experiments | |
| 12 | Individual Decisions: Decision Making under Uncertainty. | |
| 13 | Field Experiments | |
| 14 | Information and Learning | |

| 22 | Textbooks, References and/or Other Materials: | 1. Handbook of Experimental Economics, John Kagel and Al Roth, Princeton University Press, 1995 2. Davis, D. and Holt, C. Experimental Economics, Princeton University Press, 1992. 3. Camerer, C. Behavioral Game Theory: Experiments in Strategic Interaction, Princeton University Press, 2003 4.Christansen B. and Basilgan M., Economic Behavior, Game Theory and Technology in Emerging Economies, IGI Global,2014. 5.Basılgan,M., İktisat ve Deneysel Yöntem: Deneyler, Tartışmalar Ve Gelecek, İ.Ü. Siyasal Bilgiler Fakültesi Dergisi No:48. (Mart 2013). ss.61-89 |
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| Activites | | Number | | Duration (hour) | Total Work Load (hour) |
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| Theoretical Midterm Exam | 1 | 40140 | | 3.00 | 42.00 |
| Practicals/Labs | | 0 | | 0.00 | 0.00 |
| Self study and project Homework preperation | 0 | 0.004 | | 3.00 | 42.00 |
| Homeworks | | 0 | | 0.00 | 0.00 |
| Projects Total | 2 | 100.00 | | 0.00 | 0.00 |
| Field Studies | | 0 | | 0.00 | 0.00 |
| Success Grade Midterm exams | | 1 | | 40.00 | 40.00 |
| Others | | 0 | | 0.00 | 0.00 |
| Total Exams Total | | 100.00 | | 60.00 | 60.00 |
| Total Work Load | | | | | 224.00 |
| Course Total work load/ 30 hr | | | | | 6.13 |
| ECTS Credit of the Course | | | | | 6.00 |

| 25 | CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS | | | | | | | | | | | | | | | |
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| | PQ1 | PQ2 | PQ3 | PQ4 | PQ5 | PQ6 | PQ7 | PQ8 | PQ9 | PQ10 | PQ11 | PQ12 | PQ13 | PQ14 | PQ15 | PQ16 |
| ÖK1 | 0 | 3 | 3 | 4 | 4 | 4 | 0 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| ÖK2 | 0 | 3 | 3 | 4 | 4 | 4 | 0 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| ÖK3 | 0 | 3 | 3 | 4 | 4 | 4 | 0 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| ÖK4 | 0 | 3 | 3 | 4 | 4 | 4 | 1 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| ÖK5 | 0 | 3 | 3 | 4 | 4 | 4 | 0 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
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| LO: Learning Objectives    PQ: Program Qualifications | | | | |
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| Contribution Level: | 1 very low | 2 low | 3 Medium | 4 High | 5 Very High |
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