

Behavioral Economics

(Undergraduate and graduate level)

Textbook:

Davis and Holt, Experimental Economics, Princeton, 1992

Camerer, Colin, Behavioral Game Theory: Experiments in Strategic Interaction, Princeton University Press, 2003

Tentative Class Schedules:

1. Introduction

2. Social Preference:

- a. Dictator Game, ultimatum game, trust game, gift exchange game
- b. altruism, fairness, trust and trustworthiness, reciprocity

3. Individual Preferences

- a. Risk preference
- b. Time preference
- c. Ambiguity aversion
- d. Self-Serving Bias and Self-Signaling
- e. k-level reasoning
- f. Other behavior anomalies

4. Miscellaneous topics

- a. Norms, Status and Social Identity
- b. Discrimination
- c. Gender and Beauty
- d. Public goods and cooperation
- e. Coordination game, network coordination
- f. Peer Effects & Contagion
- g. Competition & Contest
- h. Lying
- i. Repeated game
- j. Asset Markets & Auctions