

z-Tree Crash Course

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General Description

The course aims at introducing participants to the use of z-Tree software to run economic experiments. The course begins with a brief introduction to Experimental Economics and to its methodology. Participants are then assisted in the installation and running of z-Tree software. The programming of a few paradigmatic experiments is discussed in details. Participants are asked to program a (simple) experiment during the course and to present it at the end of the course.

Modules Description

The morning modules are delivered as class lectures. The afternoon modules are hands-on laboratories. Participants should have access to a computer running Windows OS.

Module 1: Introduction to Experiments in Economics

- Motivations to run laboratory experiments in Economics.
- The contribution of experiments to the ongoing debate.
- History of laboratory experiments.
- Methodological considerations.
 - Incentives
 - Information.

- Repetition.

Module 2: Presentation of the assignment and z-Tree

- Presentation of z-Tree software
 - License.
 - Development.
 - Diffusion.
 - Setting up a laboratory: requirements.
 - How to install z-Tree on your computer/server.
 - The working of the z-Tree network.
- Presentation of the assignment.
 - General requirements.
 - Evaluation criteria.

Laboratory 1

- Installation
- Setting up the working environment
- Data flow

Module 3: Roles, Matching, Values, Repetitions

- Basic features of a z-Tree program for economic experiments.

Module 4: Simple 2-player games

- Step-by-step illustration of a simple 2-player game.
 - A symmetric coordination game.
 - The ultimatum game.

Laboratory 2

- Module 3 and 4 exercises

Module 5: Public Good Games

- Implementation of public good games
 - Repeated interactions
 - Conditional cooperation
 - Treshold PGG

Module 6: Graphical Support

- Graphical representations.
- Interfaces with the graphic module.

Laboratory 3

- Module 5 and 6 exercises

Module 7: z-Tree: Auctions and Markets

- Step-by-step illustration of simple auctions.
 - A simple second/first price auction.
 - A Dutch auction.
- Multilateral auction trading.

Module 8: Running a Session

- Debugging and testing.
- TODO list: what to check before running an experiment.
- How to deal with unforeseen events.
 - Variable number of participants.
 - Computers not working.

Laboratory 4

- Checking of the assignment

Module 9: Testing the assignments

- Assignments are presented and tested.

Calendar

	Mon 13/11	Tue 14/11	Wed 15/11	Thu 16/11	Fri 17/11
09:15					
09:30	09:30-11:00 Module 1	09:30-11:00 Module 3	09:30-11:00 Module 5	09:30-11:00 Module 7	09:30-11:00 Module 9
09:45					
10:00					
10:15					
10:30					
10:45					
11:00	11:15-12:45 Module 2	11:15-12:45 Module 4	11:15-12:45 Module 6	11:15-12:45 Module 8	
11:15					
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14:00	14:00-16:00 Lab 1	14:00-16:00 Lab 2	14:00-16:00 Lab 3	14:00-16:00 Lab 4	
14:15					
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16:00					