

DEPARTMENT OF BUSINESS AND ECONOMICS
COURSE SYLLABUS

Course Details				
Code	Academic Year			Semester
BE041	2021-2022			
Title	T	A	L	ECTS
Behavioral and Experimental Economics	3	1	0	10
Language	English			
Level	Master		Doctorate	X
Department / Program	PhD in Business and Economics			
Forms of Teaching and Learning	Face-to-Face			
Course Type	Compulsory		Elective	X
Objectives	This course focuses on the methods of behavioral and experimental economic research. After the lecture, students should be able to design their own experiment. They will learn how to conduct experiments by using z-tree.			
Content	Topics in behavioral economics: Rational vs. irrational behavior, uncertainty and expected utility, prospect theory, time preferences and discounting, risk preferences and responses to risk, altruism, fairness, trust, endowment effects. Topics in experimental design: Basic design issues, implementation of laboratory experiments, field Experiments, internal and external validity.			
Prerequisites				
Coordinator				
Lecturer(s)				
Assistant(s)				
Work Placement				
Recommended or Required Reading				
Books / Lecture Notes	Wilkinson, N. and Klaes, M. (2012). An Introduction to Behavioral Economics. 2nd Edition. Palgrave Macmillan.			
Other Sources				
Additional Course Material				
Documents	Lecture Notes and Books			
Assignments	Assignments			
Exams	Midterm and Final			
Course Composition				
Social Sciences				%100
Educational Sciences				%
Natural Sciences				%

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Health Sciences				%
Expert Knowledge				%
Assessment				
Activity	Count			Percentage (%)
Midterm Exam				30
Quiz				
Assignments				30
Attendance				
Recitations				
Projects				
Final Exam				40
			Total	100
ECTS Points and Work Load				
Activity	Count	Duration	Work Load (Hours)	
Lectures	14	3	42	
Self-Study	14	2	28	
Assignments	12	5	60	
Presentation / Seminar Preparation				
Midterm Exam	1	60	60	
Recitations				
Laboratory				
Projects				
Final Exam	1	90	90	
			Total Work Load	280
			ECTS Points (Total Work Load / 28)	10
Course Learning Outcomes				
1	To distinguish rational from irrational behavior based on Expected Utility Theory and discounted utility maximization for intertemporal choice.			
2	To learn about systematic deviations from Expected Utility Theory and how Prospect Theory may predict such behavior.			
3	To learn about advantages and limitations of laboratory and field experiments (internal and external validity).			
4	To learn learn a set of standard experimental games and methods and what has been learnt from these: Dictator game, Ultimatum game, Trust game, public goods game, methods to elicit risk preferences, methods to elicit time preferences			
5				
Weekly Content				
1	Nature of Behavioral Economics			

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2	History and evolution of behavioral economics
3	Methodology, Theories and Evidence
4	Values, Preferences and Choices
5	Beliefs and Expectations
6	Causes of irrationality
7	Decision-making under Risk and Uncertainty
8	Criticisms of prospect theory
9	Midterm
10	Mental Accounting
11	The Discounted Utility Model
12	Alternative Intertemporal Choice Models
13	Behavioral Game Theory
14	Social Preferences
15	Overview

Contribution of Learning Outcomes to Program Objectives (1-5)

CLO	P1	P2	P3
1	5	1	5
2	5	1	5
3	5	1	5
4			
5			

Contribution Level 1: Low 2: Low-intermediate 3: Intermediate 4: High 5: Very High

Compiled by:

Date of Compilation: 04/05/2021