

**Description of Course Unit**

<b>Course unit title</b>	<b>Experimental Economics</b>
<b>Course unit code</b>	EI 21107
<b>Type of course unit (compulsory, optional)</b>	Compulsory
<b>Level</b>	Bachelor of Economics (B.Ec)
<b>Semester</b>	3
<b>Number of credits</b>	3
<b>Name of lecturer(s)</b>	Dyah Titis Kusuma Wardani, S.E., MDEC., Ph.D. (dyah.wardani@umy.ac.id)
<b>Learning outcomes of the course unit</b>	<ol style="list-style-type: none"><li>1. Students are able to understand the basic concepts of Incentive and Punishment.</li><li>2. Students are able to understand the basic concept of Rationality.</li><li>3. Students are able to understand and analyze the role of Multiple Equilibria.</li><li>4. Students are able to demonstrate and analyze Public Goods.</li><li>5. Students are able to demonstrate and analyze Bargaining Games and Trust Games.</li><li>6. Students are able to understand and analyze the role of Laboratory and Field Experiments.</li></ol>
<b>Mode of delivery (face-to-face, distance learning)</b>	Face-to-face and blended learning
<b>Prerequisites and co-requisites (if applicable)</b>	All compulsory courses from semester 1-5
<b>Course content</b>	<p>The Experimental Economics course is an advanced course of Microeconomics Applications in Business. In 2002, Nobel laureate Vernon Smith was a pioneer in experimental economics. His early experiments focused on theoretical equilibrium prices and how they compare to real-world equilibrium prices.</p> <ol style="list-style-type: none"><li>1. Incentives</li><li>2. Punishment</li><li>3. Individual rationality</li><li>4. Decision under uncertainty</li><li>5. Multiple equilibria</li><li>6. Public goods</li><li>7. Bargaining game</li><li>8. Trust game</li></ol>



	<p>9. Auctions</p> <p>10. Laboratory and field experiments</p> <p>11. Behavioral preferences</p> <p>12. Behavioral economics</p>
<b>Recommended or required reading and other learning resources/tools</b>	<ol style="list-style-type: none"> <li>1. Burkett, J.P. 2006. <i>Microeconomics – Optimization, Experiments, and Behavior</i>. Oxford University Press, Oxford.</li> <li>2. Davis, D.D. and C.A. Holt. 1993. <i>Experimental Economics</i>. Princeton University Press, Princeton.</li> <li>3. Smith, V. L., Economics in the Laboratory. The Journal of Economic Perspectives, American Economic Association, 1994, 8, pp. 113-131.</li> <li>4. Friedman, D. &amp; Cassar, A., Economics Lab: An <u>Introduction to Experimental Economics</u>, Routledge, 2004. Chapter 2.</li> <li>5. Roth, Alvin E. “<u>Introduction to Experimental Economics</u>.” In The Handbook of Experimental Economics, 107. Princeton University Press, 2020. <a href="https://www.wiwi-experimente.tu-berlin.de/fileadmin/fg210/handbook_3_109.pdf">https://www.wiwi-experimente.tu-berlin.de/fileadmin/fg210/handbook_3_109.pdf</a>.</li> <li>6. Binmore, K., Why Experiment in Economics? The Economic Journal, Blackwell Publishers Ltd, 1999, 109, 16-24</li> </ol>
<b>Planned learning activities and teaching methods</b>	Tutorial, case study, self-directed study, discovery learning, role play, simulation, focus group discussion, cooperative learning,
<b>Language of instruction</b>	Indonesian and English for international class
<b>Assessment methods and criteria</b>	Quiz, assignment, Evaluation Course Learning Outcome (ECLO)

GRADE	SCORE (%)	PREDICATE	Description	Conversion Value
A	$80 \geq ..$	Excellence	Achieve learning outcomes with excellence grade	4
AB	$75 \leq AB < 80$	Very Good	Achieve learning outcomes with very good grade	3,5
B	$65 \leq B < 75$	Good	Achieve learning outcomes with good grade	3
BC	$60 \leq BC < 65$	Good Enough	Achieve learning outcomes with good enough grade	2,5
C	$50 \leq C < 60$	Enough	Achieve learning outcomes with enough grade	2
D	$35 \leq D < 50$	Less	Achieve learning outcomes with less grade	1
E	$.. < 35$	Failed	Failure to achieve learning outcomes	0