

Course in Programming Economic Experiments with z-Tree

z-Tree is a widely used software package for developing and carrying out economic experiments. The language used to define the experiments is simple and compact, meaning that experiments can be developed quickly, and programming experience is not necessary, though useful. z-Tree is flexible both with respect to the logic of interaction and the visual representation, allowing the simple programming of normal form games, extensive form games, double auctions, or clock auctions, for example.

Urs Fischbacher, Konstantin Hesler, and Irenaeus Wolff will offer a short course in z-Tree from Feb 29 to March 2, 2016. There will be two sections offered, a beginner section (days 1 and 2) and an advanced section (day 3). As the name implies, the beginner section is intended for those just beginning with z-Tree, and the advanced section for those already experienced in programming with z-Tree. In the advanced section, we will also help to solve individual problems. So it is feasible to participate in both parts. Please send an email to Madeleine Hafner (madeleine.hafner@uni-konstanz.de) by January 15, 2016 with your name, email address, and which section you wish to attend. The course will take place either at the Thurgauer Wirtschaftsinstitut (TWI) in Kreuzlingen, Switzerland or at the University of Constance in Constance, Germany, depending on the number of participants.

Beginner section: 9:00 AM to 5:00 PM, February 29 and March 1, 2016

Advanced section: 9:00 AM to 5:00 PM, March 2, 2016