

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 will offer a short course in z-Tree from Feb 27 to March 1, 2017. 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 13, 2017 with your name, Email address, and which section(s) you wish to attend. The course will take place at the University of Konstanz in Germany.

Thank you for understanding: Only 2 People of the same University can attend the course.

Beginner section: 9:00 AM to 5:00 PM, February 27 and February 28, 20167

Advanced section: 9:00 AM to 5:00 PM, March 1, 2017