

**EXPERIMENTAL ECONOMICS:
GAMING & SIMULATION**
Fall 2014. PA 395 M. CRN: 94191. 3 Credits
Facilitated by Scott C. Merrill

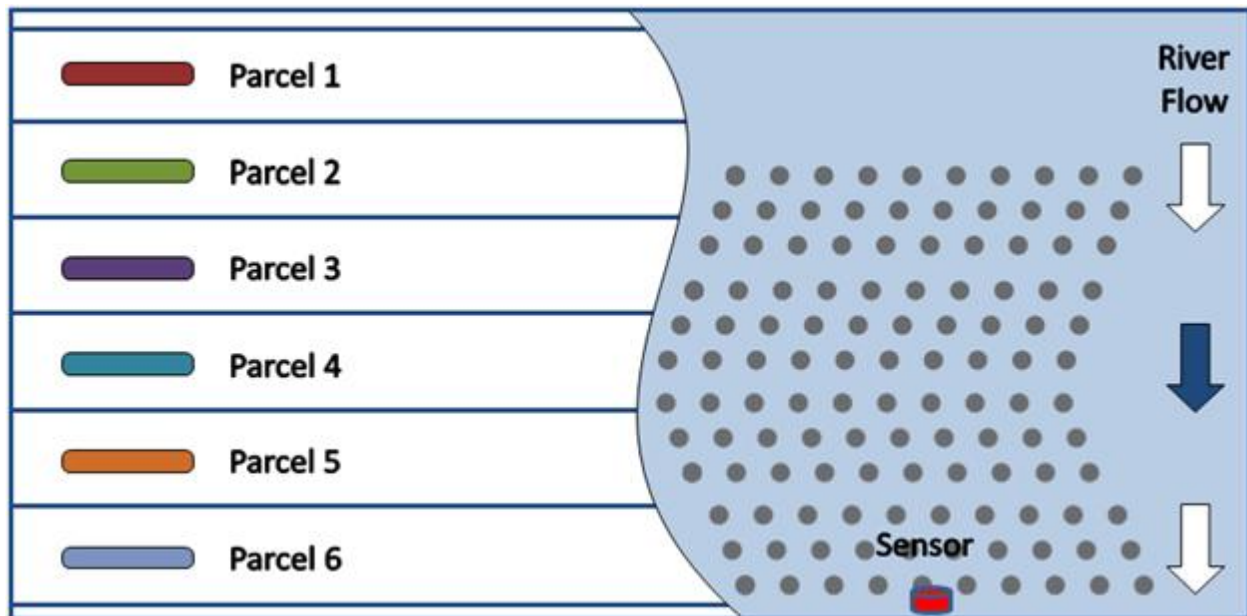


Figure: Using simulation gaming to gauge the effectiveness of taxation and subsidies for reducing crop fertilization-related pollution

Course Description:

This graduate-level course, run in conjunction with the University of Delaware and the University of Rhode Island, explores the use of experimental techniques and its application to economic research. The course introduces students to the classic experimental games and related literature that provide the foundation for ongoing experimental economics research. Course material will be introduced through hands-on participation in experiments and lectures. Students will also be expected to develop and conduct their own experiments and write-up their results as a final project for the course. Students interested in applying experimental economics techniques to natural resource related topics are eligible for mini-grants (up to \$3,000) that can be used to support the subject expenses related to their research. These mini-grants will be selected by a competitive review process.