Course Objective:

This course develops the role and place of experiments in the social sciences. Experiments are one of the tools available for research in the social sciences, one that plays an increasingly prominent role in economics and political science.

There are three goals for the course. First, we want to illustrate the connection between theory development and experimental design. Second, we want to stress key components of experimental design (simplify, simplify, simplify). Finally, we want to provide a sense of the kinds of problems facing various types of experiments (from randomized control treatments to field experiments). Participants will be introduced to basic design considerations, the problems of inference for incomplete designs (particularly field experiments), and canonical games common in experimental economics.

To learn about experiments, there is no substitute for doing, so participants will work in four- to six-person groups to design an experiment that will be run in the workshop. This means participants will "get their hands dirty" conducting an experiment. To this end, we will spend a lot of time outside of class (evening times) in order to refine our experiments. Time permitting, the experiments will be run on the last day of class and afterwards the class will offer a critique.

COURSE OUTLINE: READINGS

Note: *Papers that should be closely read beforehand.

Monday – June 22\textsuperscript{nd}

9:00-12:00 pm. Introduction to Experimental Design

OBJECTIVES: Experimental Design in the social sciences.


Interesting new directions:


1:00 - 3:30 pm. Canonical Games.

**OBJECTIVES:** Classic experimental games


For some of the original articles, see:


**3:30 – 5:00 pm. Hands on – brainstorming and group production**

*OBJECTIVES:* Laboratory section. Students will work to begin planning an experiment. The emphasis will be on replication.

**Tuesday – June 23rd**

**9:00-12:00 pm. Institutions and Markets.**

*OBJECTIVES:* Using experiments to understand Political and Market Institutions


Other interesting work:

1:00-3:30 Labor

OBJECTIVES: Using experiments to estimate pricing and behavioral responses


Other interesting articles


3:30 - 5:00 pm. Experimental Design –group projects

OBJECTIVES: This time will be used to continue planning for experiments.

Wednesday – June 24th

9:00-12:00. Heterogeneity.

OBJECTIVES: Dimensions of individual heterogeneity including altruism, risk, time and competitiveness. We will focus particularly on gender.


Other Interesting Articles:


1:00 – 3:30 pm. Dealing with Heterogeneity

OBJECTIVES: Statistical problems with small samples and modeling heterogeneity.


Other interesting articles:


**3:30 - 5:00 pm. Experimental Design – group projects**

OBJECTIVES: This time will be used to continue planning for projects.

**Thursday – June 24th**

**9:00-12:00. Lab-in-the-field and Field experiments**

OBJECTIVES: Experiments run in the field vs. field experiments.


Other interesting papers.


**1:00 – 3:30 pm. IRBs, Pre-Registration, Writing Up, Reporting Results, Replication**

*OBJECTIVES*: Discussion of what happens on the way to carrying out an experiment. Strategies for ensuring you have a paper to write up. Publicizing your work.


Other interesting articles:


**3:30 - 5:00 pm. Experimental Design – individual and group projects**

**Friday – June 25th**

**9:00-12:00. Class Experiments**

*OBJECTIVES*: Class experiments will be run. Individuals are expected to run their experiments on classmates. Classmates will provide feedback.

**1:00 – 5:00 pm. Class Experiments.**

*OBJECTIVES*: Class experiments will be run. Groups are expected to run their experiments on classmates. Classmates will provide feedback.