Behavioral Economics
(Undergraduate and graduate level)

Textbook:
Davis and Holt, Experimental Economics, Princeton, 1992
Camerer, Colin, Behavioral Game Theory: Experiments in Strategic Interaction, Princeton
University Press, 2003

Tentative Class Schedules:
1. Introduction

2. Social Preference:
   a. Dictator Game, ultimatum game, trust game, gift exchange game
   b. altruism, fairness, trust and trustworthiness, reciprocity

3. Individual Preferences
   a. Risk preference
   b. Time preference
   c. Ambiguity aversion
   d. Self-Serving Bias and Self-Signaling
   e. k-level reasoning
   f. Other behavior anomalies

4. Miscellaneous topics
   a. Norms, Status and Social Identity
   b. Discrimination
   c. Gender and Beauty
   d. Public goods and cooperation
   e. Coordination game, network coordination
   f. Peer Effects & Contagion
   g. Competition & Contest
   h. Lying
   i. Repeated game
   j. Asset Markets & Auctions