

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 22 to Feb 24, 2021 with the following topics:

Section I. Monday, February 22nd, 9am to 5pm (CET) and Tuesday, February 23rd, 9am to 5pm (CET)

- Basic concepts and individual decision-making experiments, first steps with z-Tree and programming experiments
- Symmetric normal form games, functions, and tables
- Screen layout, asymmetric games, and group matching
- Markets and auctions
- Chat, loops, arrays
- (Interactive) Graphics

Section II. Wednesday, February 24th, 9am to 12.30pm (CET)

- New features of z-Tree 5.x
- Conducting sessions, in the lab and online, using z-Tree unleashed

Section III. Wednesday, February 24th, 1:30pm to 5pm (CET)

- Engineering experiments
- Advice on individual designs

The course will take place virtually via Zoom. For registration, please send an email to Madeleine Hafner (madeleine.hafner@uni-konstanz.de) by January 25, 2021 with your name, Email address, affiliation and information which section(s) you would like to attend. Especially Section II can also be interesting for experienced z-Tree users.

Features of the new z-Tree version include i) the scheduling of treatments, which can also be useful in combination with z-Tree unleashed; ii) running more than one treatment in parallel; iii) extended session logging.

The course will be taught by Regina Anselm, Ankush Asri, Fabian Dvorak, Urs Fischbacher, Moritz Janas, and Baiba Renerte.