

SYLLABUS BEHAVIORAL ECONOMICS, PHD

The **focus** of the course (Nr. 432 910) will be on "**Other-Regarding Preferences in Games**". It provides an **in-depth discussion** of the following **topics**:

Altruism, Inequality Aversion, Envy, Spite, Etc.:

DISTRIBUTIONAL PREFERENCES IN GAMES

Kindness, Unkindness and Retaliation:

RECIPROCITY CONCERNS IN GAMES

Generosity, Vulnerability, Efficiency and Response to Them:

TRUST AND TRUSTWORTHINESS IN GAMES

Unfulfilled Expectations and Aversion against Letting Others Down:

GUILT AND SHAME IN GAMES

Preference for Keeping One's Word / Aversion against Lying and Deception:

PROMISES AND OTHER FORMS OF 'CHEAP TALK' IN GAMES

Aversion against Social Disapproval

NORMS IN GAMES

Lecture dates and venues are:

02.05. 11:00-14:30 BR FIWI

03.05. 11:00-14:30 BR FIWI

04.05. 11:00-14:30 BR FIWI

09.05. 11:00-14:30 BR FIWI

10.05. 11:00-14:30 BR FIWI

11.05. 11:00-14:30 BR FIWI

12.05. 11:00-14:30 BR FIWI

There will be a **webpage on OLAT** containing the relevant **literature**, the **slides** to the lectures on the first four topics (distributional preferences; reciprocity concerns; trust and trustworthiness; guilt and shame) and further details. There you also find the **problem sets** to each of the seven units. To give you the opportunity to work jointly on them, I have booked the same room also for the mornings and the afternoons of the lecture dates. Here are the **dates and venues for joint work on problem sets**:

02.05. 14:30-17:00 BR FIWI

03.05. 09:00-11:00 and 14:30-17:00 BR FIWI

04.05. 09:00-11:00 and 14:30-17:00 BR FIWI

09.05. 09:00-11:00 and 14:30-17:00 BR FIWI
10.05. 09:00-11:00 and 14:30-17:00 BR FIWI
11.05. 09:00-11:00 and 14:30-17:00 BR FIWI
12.05. 09:00-11:00 and 14:30-17:00 BR FIWI

You should be able to solve each problem set in about three hours. Thus, there should be enough time left between the units to catch up on previous material – or, even better – to take a first look at the concepts to come.

There will be a **homework assignment**. Your task there is to write a short paper (around 10 pages, say) on one of the last two topics in the list above (i.e. either on the effects of 'promises and other forms of cheap talk' or on the effects of 'norms' in games). I will upload some literature on those topics on OLAT. There is more (especially more recent) literature out there. You are free to use whatever literature you find appropriate. Also, the style of the paper (verbal, semi-technical, technical) is completely up to you. You can either present own ideas or simply provide a nice summary of the relevant literature. Own ideas are appreciated, of course. Work in small teams is welcome.

Your **grade** in the course will be based on your performance in solving problem sets, your performance in the course and your homework.

If you have any further questions, please do not hesitate to contact me.

Best regards,

Rudi Kerschbamer