# **COURSE DETAIL**

# BEHAVIORAL GAME THEORY

# **Country**

Taiwan

#### **Host Institution**

**National Taiwan University** 

## Program(s)

National Taiwan University

#### **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

**Economics** 

## **UCEAP Course Number**

123

#### **UCEAP Course Suffix**

#### **UCEAP Official Title**

**BEHAVIORAL GAME THEORY** 

## **UCEAP Transcript Title**

**BEHAVRL GAME THEORY** 

## **UCEAP Quarter Units**

4.50

#### **UCEAP Semester Units**

3.00

## **Course Description**

This is an upper division and graduate level course on experimental economics, focusing on behavioral game theory. The course covers an introduction to Experimental Economics, analyzing classic experiments in each field of behavioral game theory and describing how their results affirm or differ from economic theory and field data. The course provides opportunities to evaluate current research and practice experimental design by writing a research proposal.

Course Prerequisite: Intermediate microeconomics or game theory.

Graduate microeconomic theory and/or undergraduate analysis is valuable.

## Language(s) of Instruction

English

### **Host Institution Course Number**

ECON5112

#### **Host Institution Course Title**

EXPERIMENTAL ECONOMICS I: BEHAVIORAL GAME THEORY

#### **Host Institution Course Details**

https://nol.ntu.edu.tw/nol/coursesearch/print\_table.php?course\_id=323%20U 8110&c...

#### **Host Institution Campus**

## **Host Institution Faculty**

College of Social Sciences

# **Host Institution Degree**

# **Host Institution Department**

Department of Economics

#### **Course Last Reviewed**

2024-2025

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