



Balint Lenkei

Programming in Z-tree

The two sessions will cover the fundamentals of programming in Z-tree. We will introduce you how to design, test and run your own experiments through programming common economic games. The sessions are recommended for beginners that do not have prior programming experience in Z-tree.

Session I topics:

- Introduction
- Programming Public Goods and Beauty Contest games
- Questionnaires in Z-tree and Display options
- Programming a Calculation Exercise

Session II topics:

- Programming Prisoner's dilemma and Ultimatum Game
- Introduction to Z-tree graphics
- Programming a Risk Preferences Exercise, Rock, Paper, Scissors Game
- Introduction to experimental markets with Z-tree

When and where:

- Monday 30th Nov. and Monday 7th Dec.
- 5.30pm to 8.30pm
- Middlesex University London, Room: S106 (Library, 1st floor)

Note: Please confirm your attendance on beia@mdx.ac.uk