

Prowadzący	mgr Piotr Wetoszka
Oferta PJO*	TAK
Oferta PJOE*	TAK
Kierunek, rok, stopień dla PJO	
Semestr roku 2021/2022	letni

* PJO – przedmiot w języku obcym dla studentów polskich / PJOE – przedmiot w języku obcym dla studentów Erasmus+

** zostawić właściwe

BASIC INFORMATION ABOUT THE SUBJECT (INDEPENDENT OF THE CYCLE)

Module name	Experiments in economics
Erasmus code	-
ISCED code	-
Language of instruction	English
Website	https://www.umcs.pl/en/courses-in-english,21103.htm (dla PJOE)
Prerequisites	No prerequisites. Basic knowledge in macroeconomics is advised.
ECTS points hour equivalents	Contact hours (work with an academic teacher): 15 Total number of hours with an academic teacher: 15 Number of ECTS points with an academic teacher: 2 Non-contact hours (students' own work): 15 Total number of non-contact hours: 15 Number of ECTS points for non-contact hours: 1 Total number of ECTS points for the module: 3
Educational outcomes verification methods	Mini-quizzes and short revisory questions throughout the course Oral exam at the end of the course
Description	Main goal of the course is to introduce students into most interesting issues in economics in an interactive, experiments-based way. The course is composed of a series of experiments – computer-based simulations, role-playing activities (collective bargaining) and thought-experiments. These activities demonstrate the importance of social capital in group decision-making processes
Reading list	1. Fouquet, R., "The Carbon Trading Game", <i>Climate Policy</i> 352, p. SJ43-SJ55. 2. Grant, A., J. Bruehler, A. Chiritescu, "Herd Immunity: A Class Experiment", <i>Journal of Economics Teaching</i> 1(1), p. 7-16. 3. The Core Team, <i>The Economy</i> , https://www.core-econ.org/espp/index.html [02.03.2020] – especially chapter 4. Websites: https://economics-games.com/games [03.03.2021].
Educational outcomes	KNOWLEDGE 1. Students explain what purposes experiments and simulations in science serve. 2. Students explain in which ways experiments are simplified representations of reality. SKILLS 1. Students learn to evaluate their own actions taken in experiments and discuss them in a wider context of public policy choices (How group's outcomes depend on my personal choices?). 2. Students assess the possibility of solving conflicts of interests in political and economic reality. ATTITUDES 1. Students adopt an active approach to learning in which they are directly involved in decision-making.
Practice	n/a

INFORMATION ABOUT CLASSES IN THE CYCLE

Website	https://www.umcs.pl/en/courses-in-english,21103.htm (dla PJOE)
Educational outcomes verification methods	Activity throughout classes Oral exam at the end of the course
Comments	-
Reading list	1. Fouquet, R., "The Carbon Trading Game", <i>Climate Policy</i> 352, p. SJ43-SJ55. 2. Grant, A., J. Bruehler, A. Chiritiescu, "Herd Immunity: A Class Experiment", <i>Journal of Economics Teaching</i> 1(1), p. 7-16. 3. The Core Team, <i>The Economy</i>, https://www.core-econ.org/espp/index.html [02.03.2020] – especially chapter 4. Websites: https://economics-games.com/games [03.03.2021].
Educational outcomes	KNOWLEDGE 1. Students explain what purposes experiments and simulations in science serve. 2. Students explain in which ways experiments are simplified representations of reality. SKILLS 1. Students learn to evaluate their own actions taken in experiments and discuss them in a wider context of public policy choices (How group's outcomes depend on my personal choices?). 2. Students access the possibility of solving conflicts of interests in political and economic reality. ATTITUDES 1. Students adopt an active approach to learning in which they are directly involved in decision-making.
A list of topics	1. What is a "fair" policy? Question of justice in economics. 2. Moral choices: cooperation or cheating? Prisoner's dilemma. 3. Common-pool resources and the tragedy of the commons. 4. Individual choices and the common good in healthcare: vaccination policy. 5. Collective bargaining. 6. Market mechanisms in ecologic policy: CO2 emission permits.
Teaching methods	Computer-based simulations, role-playing game (collective bargaining), thought experiments
Assessment methods	Oral exam at the end of the course Performance in simulations throughout the course