

**Summer School on Sustainability
and Behavioral Economics 2024**

Seminar: Experiments on Sustainable Behavior¹

CLASS HOURS: 40

| | |
|----------------------------------|-----------------|
| Online Lectures | 4 hours |
| Lectures and Seminars | 36 hours |

Lecturer

N.N.

¹ This course description was issued on: October 20, 2024. The program is subject to change.

1) INFORMATION ON THE COURSE CONTENT

COURSE DESCRIPTION

The interdisciplinary seminar combines insights from behavioral and environmental economics and uses methods from experimental economics to address possible solutions for cooperation problems in combating climate change and possible nudges inducing sustainable behavior. Seminar participants conduct their own classroom or field experiments, analyze the data, and present and discuss the results.

LEARNING OBJECTIVES

Seminar participants learn behavioral and environmental economic theory, the do's and don'ts of experimental economics, the analysis of experimental data, presenting experimental results, and writing experimental papers. After the course, they are aware of potential research gaps in the field of sustainable behavior and are equipped with tools to address these gaps with their own experimental research.

COURSE MATERIALS

All material will be given during the course.

TENTATIVE CLASS SCHEDULE

| Day | Topic | Online/in person | Structure |
|-----|-----------------------------------------------------------------------|------------------|-------------------------------------------------------------------------------------------|
| 1 | Meet and greet / Expectations of the course | online | Zoom-meeting |
| 2 | Behavioral environmental economics (part 1) | online | Zoom-lecture + discussion |
| 3 | Behavioral environmental economics (part 2) | in person | Lecture, discussion, and assignment of topics to groups |
| 4 | Experimental methods and designs | in person | Lecture, examples, experiments, and discussion |
| 5 | Experiments (part 1) | in person | Seminar participants conduct their own experiments in class |
| 6 | Experiments (part 2) | in person | Seminar participants conduct their own experiments on campus |
| 7 | Data analysis for experimenters | in person | Lecture, examples, data analysis, discussion |
| 8 | Presenting experimental results and writing experimental papers | in person | Lecture, examples, discussion |
| 9 | Results (part 1) | in person | Seminar participants present and discuss their own experimental results (part 1) |
| 10 | Results (part 2) / Wrap- up session | in person | Seminar participants present and discuss their own experimental results (part 2) |
| 11 | Closing session | In person | Closing remarks |

2) INFORMATION ON CLASS PARTICIPATION AND ASSIGNMENTS

ASSIGNMENTS

- Active participation in discussions and presentations, own classroom or field experiment, data analysis, and presentation of results in groups

SEMINAR PAPER

- Individual paper on theory, design, and results of own experiment

PROFESSIONALISM & CLASS PARTICIPATION

- Regular attendance in lectures & seminar sessions

MISSED CLASSES

- No more than 10% of the contact hours can be missed for the successful completion of the class.

3) INFORMATION ON GRADING AND ECTS

ACADEMIC STANDARDS

Upon successful completion, 6 ECTS will be awarded for the class.

According to the rules of ECTS, one credit is equivalent to 25-30 hours of student workload.

GRADING SCALE:

| <i>Grade</i> | | <i>Description</i> |
|--------------|-----|------------------------------------------------------------------------------------|
| 15 points | 1.0 | <i>very good: an outstanding achievement</i> |
| 14 points | | |
| 13 points | 1.3 | |
| 12 points | 1.7 | <i>good: an achievement substantially above average requirement</i> |
| 11 points | 2.0 | |
| 10 points | 2.3 | |
| 9 points | 2.7 | <i>satisfactory: an achievement that corresponds to average requirement</i> |
| 8 points | 3.0 | |
| 7 points | 3.3 | |
| 6 points | 3.7 | <i>sufficient: an achievement that barely meets the requirements</i> |
| 5 points | 4.0 | |
| 4 points | 5.0 | <i>not sufficient / failed: an achievement that does not meet the requirements</i> |
| 3 points | | |
| 2 points | | |
| 1 point | | |
| 0 points | | |