

Vienna, 1 March 2020

Project Report: Intensive workshop on oTree and Python for Ph.D. students and postgraduate researchers from Czech Republic and Austria

Institutions involved:

Masaryk University (MUNI) - Masaryk Experimental Economics Laboratory (MUEEL)

Vienna University of Economics and Business (WU) - Competence Center for Experimental Research (WULABS)

Project implementation description:

In this project, we organized an intensive course focused on programming economic and other social science experiments in the environment of modern oTree software and Python programming language, targeted at Ph.D. students and postgraduate researchers from the Czech Republic and Austria. The course participants were mainly from Masaryk University (MUNI) in Brno, Vienna University of Economics and Business (WU) and University of Vienna. The aim of the workshop was not only to provide participants with training in the use of specific software, but also to extend the cooperation between doctoral students and researchers from both institutions who focus on similar research topics using related methods.

The core activity of the workshop was in-depth training in programming experiments using the oTree platform. oTree is an online software used for behavioral laboratory research. It is licensed under the open source MIT license and thus freely accessible to any scientist.

The workshop took place from 17 to 21 September 2020 at Masaryk University Laboratory of Experimental Economics. Training in oTree and Python was provided by Jan Vávra and Miloš Fišar (MUEEL). This training was extended by an introduction into jTree by Owen Powell (WU). The participants were introduced to the Python programming language from the basics to more

advanced syntax suitable for programming experiments in the oTree environment. Knowledge of the Python programming language is not only necessary for oTree but it is a programming language used in current science for data processing, machine learning research and online experimental research. The second and third day of the workshop were devoted exclusively to the introduction of the programming of typical economic experiments (e.g. Dictator Game, Trust Game, Public Goods Game). Under the guidance of the lecturers, the participants worked on standardized experiments and learned to use Python programming language and oTree software. At the end of the workshop, the presentation of the jTree platform took place. The last day of the workshop was devoted to the presentation of topics of current research of the participating doctoral students from MUNI and WU. Each participant had 20 minutes to present, followed by 15 minutes of discussion with the other participants.

Participants of the first four days of the workshop had the opportunity to obtain 2 ECTS and a certificate issued by ESF MUNI.

With kind regards



Ben Greiner

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