APPENDIX: Workshop Agenda

Behavior, Computation and Networks in Human Subject Experimentation
Thursday, July 31 and Friday, August 1, Del Mar Inn, Del Mar CA

Agenda

Thursday, July 31

9:00   Welcoming remarks: M. Kearns (Penn) and C. Camerer (Caltech)
9:15   Remarks from E. Zegura (Georgia Tech) on NetSE Council interest in our topics
9:30   Brief introductions
9:45   Brief research/project presentations (~15 minutes each):

V. Crawford (UCSD): *Studying Strategic Thinking by Monitoring Search for Hidden Payoff Information and Analyzing the Data in the Light of Algorithms that Link Cognition, Search, and Decisions*

M. Wellman (Michigan): *Software Agents and Empirical Game Analysis*

J. Ledyard (Caltech): *Agent-based models for repeated game experiments*

Break

C. Camerer (Caltech): *Evidence of algorithmic game theory from human experiments*

M. Kearns/S. Judd (Penn): *Behavioral Network Science and the Democratic Primary Game*

M. McCubbins/M. Paturi/N. Weller (UCSD): *Effects of Complexity, Incentives and Network Structure on Multi-Player Coordination Games*

J. Fowler (UCSD): *Eat, Drink, and Be Merry: The Spread of Obesity, Substance Use, and Happiness in a Large Social Network*

12:30 Lunch

1:30   Brief research presentations, continued:

S. Kariv (Berkeley): *A Normal Form Game Experiment of Trading Networks*

A. Pfeffer/K. Gal (Harvard): *Modeling the reasoning of people and computer agents in strategic settings*

B. Rogers (Northwestern): *Communication Networks: An Experimental Study of Influence*

2:30   Discussion of the morning's presentations: common themes and differences; marrying different approaches; what's missing; etc.
3:00   Brainstorming Topic 1: Algorithmic game theory and behavioral game theory/economics
4:00   Break
4:15   Brainstorming Topic 2: Relevance/incorporation of simulated agents in behavioral experiments
5:00   Adjourn
6:45   Informal dinner overlooking the Pacific, Martin Johnson House, Scripps Institute of Oceanography, La Jolla

Friday, August 1

9:00   Brief research presentation by D. Watts, Yahoo! Research/Columbia: *Virtual Labs: Using the Web to Conduct Human Subjects Experiments*

9:15   Recap of Thursday, discussion of new topics
9:30   Brainstorming Topic 3: "Scaling Up" behavioral experiments: use of the web, Amazon Mechanical Turk, peer production, etc. Do we need a "programmable infrastructure"?
10:30 Break
11:00 Brainstorming Topic 4: What are the applications of all this stuff?
12:30 Lunch
2:00   Brainstorming Topic 5: Where do we go from here?