

# Behavior, Computation, and Networks in Human Subject Experimentation

July 31 - August 1, 2008, La Jolla, CA

## Workshop Vision

This workshop is intended to bring together researchers from multiple communities (including computer science, economics, sociology and political science) who have an interest in larger-scale human-subject experiments (either performing them or modeling their outcomes).

The inspiration for doing this include the fruitful interactions that have occurred on theoretical topics between computer science and game theory; we believe that the introduction of a behavioral component to this interaction is a natural next frontier.

Specific themes and topics may include:

- \* Designing and executing behavioral/human-subject experiments on a larger and more complex scale than has been undertaken to date, including in networked interactions
- \* Richer statistical and computational models for collective/strategic/individual behavior derived from such experiments
- \* Examining how behavioral findings should influence, and be influenced by, algorithmic game theory