The Professorship of Managerial Economics at the TUM School of Management is currently offering the following interdisciplinary project:

**Economic Games App**

**Description**
Research in behavioral economics makes extensive use of strategic games to study the behavior of individuals in different settings. Typical games used are the ultimatum game, the prisoner's dilemma, the battle of the sexes, the stag-hunt game, etc. Most of these games are not just valuable for the research community by providing interesting behavioral insights, but they are also fun to play. Unfortunately, experiments are usually conducted in university laboratories, so that only few people get exposed to them. In order to make economic games accessible to a much wider public, we want to create an “Economic Games App”. This will be mutually beneficial. First, it gives users the chance to play economic games and thereby playfully learn about behavioral economics. Second, it allows researchers to conduct cost-friendly behavioral experiments within a new, exciting environment.

**Tasks**
- Identify and study strategic economic games. Which behavioral insights can be obtained from them? (-> documentation).
- Develop an “Economic Games App” for Android (-> practical work). This work includes the following tasks:
  - Game development
  - Front-end development
  - A database (back-end development)
- Presentation of your results (-> presentation).

**Requirements**
- A team of 2 – 3 students who work together as a group (of course you can also apply individually).
- Programming skills which are necessary to fulfill the tasks (e.g. Java).
- Open and solution-orientated communication.

**Contact**
If you have any further questions, please contact Magnus Strobel (magnus.strobel@tum.de). Applications should be send to Mr. Strobel including your curriculum vitae and transcript of records. We look forward to receiving your application!