

Georg-August-Universität Göttingen Modul: Doktoranden-Studium: Experimental Methods: Programming with oTree		6 C 2 SWS
Lernziele/Kompetenzen: Upon completion of this module, students will be able to apply the basic concepts of Python programming and HTML, and build on this to program experiments using the experimental software oTree. Through practical, application-oriented tasks at the end of each unit, students will deepen their understanding, improve their programming skills, and collaborate effectively by discussing solutions and approaches with their peers.		Arbeitsaufwand: Präsenzzeit: 28 Stunden Selbststudium: 152 Stunden
Lehrveranstaltung: Vorlesung Outline: Part 1 Intro & Setup Part 2 Python Basics Part 3 Conceptual Overview Part 4 Models & Fields Part 5 Pages, Display Conditions & Timeouts Part 6 Templates, Blocks & Files Part 7 Forms & Validation Part 8 Widgets & Buttons Part 9 Treatments, rounds & money Part 10 Multiplayer Games: Groups, matching & Wait Pages Part 11 Live Pages Part 12 Ensuring Data Quality in Online Experiments		2 SWS
Prüfung: Term paper (max. 6 pages) and programming of an experiment with oTree (working in groups possible)		6 C
Prüfungsanforderungen <ul style="list-style-type: none"> • Demonstration of a comprehensive understanding of the basic concepts of Python programming, HTML, and their application to experimental software development. • Evidence of knowledge of the core functionality of oTree and the ability to use the software to design and implement experiments. • Evidence of competence in applying learned programming skills to create simple experimental setups. 		
Zugangsvoraussetzungen: keine	Empfohlene Vorkenntnisse: keine	
Sprache: Englisch	Modulverantwortliche: Dr. Michael Milde	
Häufigkeit: einmalig im Sommersemester 2025	Dauer: 1 Semester	
Wiederholbarkeit: zweimal	Empfohlenes Fachsemester:	
Maximale Studierendenzahl: nicht begrenzt	Vorschlag Anrechenbarkeit:	