

## **Online Resources for Classroom Games**

**<http://www.people.virginia.edu/~cah2k/papers.html>**

From Charlie Holt's website; this page contains pdf versions of a number of his classroom games (with various co-authors). Most of these papers describe hand-run games.

**<http://www.marietta.edu/~delemeeg/exprenom.html>**

Greg Delemeester and John Neral's "Classroom Expernomics" archive. This was a newsletter in which educators published their classroom games.

**<http://www.people.virginia.edu/~cah2k/programs.html>**

From Charlie Holt's website; this page contains links to his Veconlab software that allows one to run a number of internet-based experiments. No special software is required for these applications.

**[http://www.econport.org:8080/econport/request?page=web\\_home](http://www.econport.org:8080/econport/request?page=web_home)**

Econport's online digital library. It contains software for conducting classroom experiments and other content geared toward microeconomics education. Many experiments are available with parameterizations that are known to generate the desired results, but they can also be changed to suit the individual instructor's preferences.

**<http://marcus.whitman.edu/~hazlett/econ/>**

From Denise Hazlett's website. Denise has developed a set of classroom experiments that are geared toward macroeconomics.

**<http://market.econ.arizona.edu/default.asp>**

From David Reiley's website. This contains two online monopoly games. In one, the monopolist faces a fixed, unknown demand curve that must be searched out. In the second, demand is stochastic.