

Experimental Social Sciences

Project Leader

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Faculty Members Involved in this Project

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1. Objective

This project is aimed at:

Designing mechanisms to cope with social conflicts in theory and experiment. We have succeeded in designing mechanisms such as a series of approval mechanisms utilizing human wisdom. We have found that these mechanisms are useful for identifying mental disorders and hence we plan to collaborate with psychiatrists and neuroscientists. Our further challenge is to design our “future” by incorporating virtual future generations in deliberate democratic experiments.

1. Project Outline

To that end, the project will consist of the following phases:

- (a) The design of new mechanisms, including future design, to cope with social conflict;
- (b) The application of these mechanisms to the identification and treatment of mental disorders; and
- (c) Experimental verification of (a) and (b).

2. Expected Performance

In this project, the successful candidate would be expected to:

- (a) Carry out research and creative design independently;
- (b) Assist the senior members with the design of mechanisms and the conduct of experiments;
- (c) Supervise experiments; and
- (d) Perform routine work in terms of designing experiments.

3. Required Skills and Knowledge

The successful candidates for this project will have the following knowledge and skills:

- (a) masters level in economics including microeconomics, econometrics, statistics and mathematics;
- (b) basic game theory; and
- (c) basic experimental and/or behavioral economics.

References

- (1) Masuda, T., Okano, Y., and Saijo, T. “The minimum approval mechanism implements the efficient public good allocation theoretically and experimentally.” Forthcoming in *Games and Economic Behavior*, 2013.
- (2) Katerina Sherstyuk, Nori Tarui and Tatsuyoshi Saijo, "Payment Schemes in Indefinite-Horizon Experimental Games," *Experimental Economics*, 16(1), pp. 125-153, 2013.

See our admission guidelines:

http://www.kochi-tech.ac.jp/kut_E/graduate/admission.html

Contact

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