oTree workshop, Göttingen

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Please, register at: https://goo.gl/forms/9ZBERHbKIfBtAaV92.

It is an introductory course to oTree. No prior knowledge of Python or any other programming language is necessary.

Install PyCharm (apply for Academic edition using your university email address).

Try to install oTree, ideally into a virtualenv. If you can't I will try to supply you with an access to a virtual environment on Amazon Cloud9 (although it is **not** guaranteed).

Please, open a free account on GitHub. Install github client from here: https://git-scm.com/downloads

If you want to publish your oTree apps online, register at Heroku and install Heroku CLI: https://devcenter.heroku.com/articles/heroku-cli

Tentative Timeline (subject to change)

Day 1: March 20. Introduction

9:00 - 10:15:

Introduction to oTree

oTree admin

First single app in oTree.

10:30 - 12:00: Introduction to Python

Good practices of programming in oTree and Python

13:30 - 14:15: Collecting and showing the data: BMI app

Treatments

Session configuration

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14:30 - 16:00:

Tests

Bots, browser bots

Sharing on GitHub

Publishing on Heroku

Day 2: March 20. Multiplayer games

9:00 - 10:15:

Designing public good game

10:30 - 12:00:

Form validation

Interchanging information between group members

Dealing with multiple rounds

13:30 - 14:15:

Roles

Group composition

Group by arrival time

Sharing data across apps.

Templates. Bootstrap

14:30 - 16:00:

Timeouts

Reading CSV files

Showing static files (images etc.)

Charts

Rooms

Day 3: March 20. Making the code efficient

9:00 - 10:15:

Subclassing the pages

getattr, setattr, dynamic models definition

Randomizing questions, choices etc.

10:30 - 12:00:

Custom models. Django ORM. oTree shell.

JQuery, hidden fields

13:30 - 14:15:

mTurk experiments

Customization of oTree (extensions).

Translation

14:30 - 17:00:

Real-time interactions. Django channels.

Discussion of individual student projects