

# Workshop: Section 6 - More Complex Structures: Roles, Matching

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# Assigning Different Roles

- Explanation of the concept of roles in economic games.
- Steps to assign roles to players in oTree.
- Code snippets to demonstrate role assignment.
- How to conditionally show pages based on roles.

# Multi-Round Games

- Introduction to the idea of repeated games or rounds.
- Steps to configure oTree for multiple rounds.
- Code examples for implementing multi-round logic.
- Tips on how to manage and reset variables between rounds.

# Information Sharing

- Overview of information sharing in the context of group experiments.
- Methods for passing information between different members of a group.
  - Using group-level variables.
  - Using player-level variables.
- Methods for sharing information between different apps within a single study.
  - Using session-level variables.
  - Code examples for sharing data between apps.