Principles of Economics Classroom Experiment (1): The Least Unique Positive Integer (LUPI) game
經濟學原理課堂實驗(一)：「最小唯一者勝」的彩券實驗

Name   Major/Year   Student ID no.
姓名：_____   系級：_____   學號：_____

Objective: Since the classroom is nearly full, we will use the LUPI (Least Unique Positive Integer) game determine the order of enrollment. 因為教室已滿，因此用本課堂實驗(LUPI game)來決定加簽順序，每一回合獲勝的同學即可加入加簽名單，按照順位遞補加簽。總共能遞補到第幾順位由退選人數決定。

Instruction: In each round, everyone chooses a positive integer from 1 through 100. Whoever chooses the "**lowest number that no one else did**" wins. If none of the numbers chosen are unique, then nobody wins.
• Suppose, Joseph picks 2, Mateus picks 2, Yang picks 10. Then, Yang wins.
• Suppose, Joseph picks 1, Mateus picks 3, Yang picks 2. Then, Joseph wins.
• Suppose, Joseph picks 1, Mateus picks 1, Yang picks 1. Then, Nobody wins.
實驗規則：在每一回合中，每一位考慮加選的同學都要在 1 到 100 當中選擇一個整數。**單獨選到某個數字的同學們當中，數字最小的同學就贏得加選資格。** 舉例來說，如果只有你一個人選 1，那你就贏。但是如果有兩個以上選 1，那選 1 的同學都輸，要往上看有沒有人單獨選 2、單獨選 3 等等。

Round 順位	My number 我選的號碼	Winner 贏家號碼	Round 順位	My number 我選的號碼	Winner 贏家號碼	Round 順位	My number 我選的號碼	Winner 贏家號碼
1			6			11		
2			7			12		
3			8			13		
4			9			14		
5			10			15		

In-class Homework: Ten Principles of Economics and their Translations

	Content	Bauman's Translation
Principle 1	People face _____	
Principle 2	The cost of something is what you _____ _____ to get it	
Principle 3	Rational people think _____	
Principle 4	People respond to _____	
Principle 5	Trade can make everyone _____	
Principle 6	_____ are usually a good way to organize economic activity	
Principle 7	_____ can sometimes improve market outcomes	
Principle 8-10	(3 macro principles for Spring Semester…)	