Principles of Microeconomics Classroom Experiment (1): The Least Unique Positive Integer (LUPI) game
個體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: When the classroom is full, we use the LUPI (Least Unique Positive Integer) game to decide the order of adding to this class. Those who are already enrolled would earn 1% toward the 15% of classroom experiment grade. 當教室已滿，我們用「最小唯一者勝」的彩券實驗來決定加簽順序，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。已經選上的同學則獲得1%的實驗成績(占學期成績15%)。

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, S.W. picks 2, A-Gui picks 10. Then, A-Gui wins.
• Suppose, Joseph picks 1, S.W. picks 3, A-Gui picks 2. Then, Joseph wins.
• Suppose, Joseph picks 1, S.W. picks 1, A-Gui picks 1. Then, Nobody wins.

實驗規則：在每一回合中，每位同學都要在 1 到 100 當中選擇一個整數。<u>**單獨選到某個數字的同學們當中，數字最小的同學就是贏家。**</u>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			4			7		
2			5			8		
3			6			9		

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…)	