

# BEHAVIORAL INSTITUTIONAL DESIGN (MINOR)

## Program Description

Behavioral Institutional Design is a research program that seeks to enhance our comprehension of the diverse range of human behavior and examine its implications for the optimal design of institutions and policies. There is a growing global interest in behavioral institutional design as evidenced by the growing number of governmental and private sector organizations establishing specialized behavioral units with the purpose of designing evidence-based policies and optimizing internal procedures.

The primary objective of the Minor in Behavioral Institutional Design is to provide students with cutting-edge tools for designing, testing, and assessing policies and interventions using controlled experiments, whether conducted in a laboratory, field setting, or online. This minor will complement the skills and knowledge students have already gained in their majors and provide them with a wide range of comprehensive opportunities.

The curriculum places strong emphasis on rigorous training to develop the necessary skills for comprehending the intricate aspects of behavioral institutional design. The coursework combines quantitative approaches that enable students to design and evaluate interventions, while also equipping them with the ability to analyze experimental data and elucidate complex social phenomena.

The Minor in Behavioral Institutional Design consists of five courses, three of which are mandatory social science courses that lay the foundation for understanding the design of laboratory and field experiments. Students finalize the minor by selecting two electives from a diverse range of offerings available in various programs, including the core curriculum.

## Program Requirements

Course	Title	Credits
<b>Minor Required Courses</b>		
SOCSC-UH 1111	Markets	4
SOCSC-UH 2212	Research Design & Causality in Social Science	4
ECON-UH 2320E	Experimental Economics	4
<b>Minor Electives</b>		
Select two of the following:		8
SOCSC-UH 2210	Introduction to Game Theory	
SOCSC-UH 2211	Survey Research	
SOCSC-UH 2214	Applied Data Science	
ECON-UH 2310EQ	Behavioral Economics	
PSYCH-UH 1002EQ	Research Methods in Psychology	
PSYCH-UH 2211	Social Psychology	
PSYCH-UH 2412	Cognitive Neuroscience	

CDAD-UH 1041EQ	Decisions and the Brain
CS-UH 2218	Algorithmic Foundations of Data Science
CS-UH 2219E	Computational Social Science
CDAD-UH 1071EQ	Stereotyping

**Total Credits** 20

## Behavior Institutional Design Electives

Code	Title	Credits
CDAD-UH 1041EQ	Decisions and the Brain	4
CDAD-UH 1071EQ	Stereotyping	4
CS-UH 2218	Algorithmic Foundations of Data Science	4
CS-UH 2219E	Computational Social Science	4
ECON-UH 2310EQ	Behavioral Economics	4
PSYCH-UH 1002EQ	Research Methods in Psychology	4
PSYCH-UH 2211	Social Psychology	4
PSYCH-UH 2412	Cognitive Neuroscience	4
SOCSC-UH 2210	Introduction to Game Theory	4
SOCSC-UH 2211	Survey Research	4
SOCSC-UH 2214	Applied Data Science	4

## Policies

### NYU Abu Dhabi Policies

A full list of relevant policies can be found on NYU Abu Dhabi's undergraduate academic policies page (<https://bulletins.nyu.edu/undergraduate/abu-dhabi/academic-policies/>).

### NYU Policies

University-wide policies can be found on the New York University Policy pages (<https://bulletins.nyu.edu/nyu/policies/>).