

TIME	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	
	Oct 7, 2018	Oct 8, 2018	Oct 9, 2018	Oct 10, 2018	Oct 11, 2018	Oct 12, 2018	Oct 13, 2018	Oct 14, 2018	
8:30-10:00	ARRIVAL	Introduction and Game 1	Topic 1 Measuring Corruption and Game 2	Topic 4 The Costs of Fighting Corruption	Simulation Game on Procurement and Corruption Location: HK 14b (SR 002-016)	Topic 7 Legal Enforcement and Intermediaries	Topic 8 Private Enforcement of Corrupt Deals	Groups in Plenary Presenting Findings	
10:00-10:30		No coffee break	Coffee break	Coffee break		Coffee break	Coffee break	Coffee break	Coffee break
10:30-12:00		Ethics Hike (convenient footwear recommended)	Topic 2 Reciprocity and Game 3	Research Presentations session 2		Group Discussion 3 Pre-Testing the Experiment	Groups in Plenary Run the Experiment and Serve as Sample	Topic 9 Lessons Learned	
12:00-13:30		Lunch break	Lunch break	Lunch break	Lunch break	Lunch break	Lunch break	End	
13:30-14:30		Ethics Hike Discussion	Group Work Incentives and Reciprocity	Group Discussion 1 "Brain-Storming Ideas"	Discussion of Simulation Game	PassauGate - A Forensic Role Play Location HS1 Michaeligasse 13	Groups in Plenary Run the Experiment and Serve as Sample		
14:30-15:00		Coffee break	Coffee break	Coffee break	Coffee break		Coffee break		
15:00-16:30		Guest Presentation 1 Michel Marechal Civic Honesty Around the Globe	Topic 3 Leniency, Nullity and Abuse of Office	Topic 5 Behavioral Interventions	Topic 6 Procurement		Groups in Plenary (continued)		
16:30-16:45		Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break		
16:45-18:15		Guest Presentation 2 Sebastian Goerg Spillovers of Unethical Behavior – Evidence from the Lab and Field	Research Presentations session 1	Topic 5 Behavioral Interventions - continued -	Group Discussion 2 Designing an Experiment: Treatments, Samples, Payoffs	Discussion PassauGate HS1	Groups Prepare presentation		
		Registration and Welcome Begin: 19:00 Location: Cafe Duft					Dinner Begin 20:00 Location: Café Duft		