NSF Workshop on Classroom Experiments, Tucson, AZ, May 2003 Economic experiments represent a useful instructional tool. By simulating different economic environments, the instructor gives students a chance to play an active role. Classroom experiments or “games” get students interacting with each other, generate excitement about what they’re learning, give students a new perspective, and foster intellectual discussions that are harder to achieve in a more passive classroom situation. This NSF-funded workshop will give instructors the opportunity to learn more about this valuable classroom technique. Participants in the workshop will hear presentations from experts in the field. In the spirit of active learning, they will also break into small groups to their own classroom experiments, with the help of facilitators. The work of previous participants in this workshop has appeared in scholarly journals. The National Science Foundation will cover airfare, hotel accommodations, and some meals. This year’s workshop will take place at the Westward Look Resort in Tucson, Arizona, with a field trip to the University of Arizona’s Economic Science Laboratory. The workshop will begin with a reception on the evening of Thursday, May 15, and conclude on the afternoon of Saturday, May 17. Applications are due March 31. For application information, please see the workshop’s Web site at: http://eller.arizona.edu/~reiley/nsf/nsf03info.html