

Xiaopeng Dong

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Research Interests

Empirical Game Theory; Institutional Economics; Behavioral and Experimental Economics; Agent-Based Modeling

Education

University of Vienna – Vienna Graduate School of Economics (VGSE) <i>Doctoral Program in Economics</i>	2026 – Present <i>Vienna, Austria</i>
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University of Vienna <i>MSc in Research in Economics and Finance</i>	2024 – 2026 <i>Vienna, Austria</i>
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- Final grade: 1.56 (Austrian grading scale; 1.00 = excellent).
- Master's thesis: *An Experimental Test of Learning Rules: Evidence from Benchmark and Game-Embedded Tasks* (grade: 1, excellent).

Xi'an Jiaotong-Liverpool University <i>BSc in Economics and Finance</i>	2019 – 2023 <i>Suzhou, China</i>
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- Degree classification: *First Class*.

Research Experience

Institute for Advanced Studies (IHS) <i>Junior Researcher, Social Sustainable Transformation</i>	2026 – Present <i>Vienna, Austria</i>
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- Joint doctoral researcher within the IHS–VGSE PhD program, with a research focus on empirical game theory, institutional economics, and agent-based modeling.

Master's Thesis

An Experimental Test of Learning Rules: Evidence from Benchmark and Game-Embedded Tasks

Supervisor: Prof. Karl Schlag, University of Vienna

[DOI: 10.25365/thesis.81869](https://doi.org/10.25365/thesis.81869)

- Designed and implemented an online oTree experiment (N=129) with repeated three-armed bandit tasks to study learning rules and strategic adaptation, building on Börgers et al. (2004).
- Classified participant-task observations into behavioral types via maximum-likelihood estimation and analyzed switching behavior, probability weighting, and belief-action consistency.
- Built a Mesa-based agent-based model to examine whether theoretical properties such as unbiasedness, expediency, and monotonicity are observable in finite experimental settings.
- Found that theoretical learning properties are difficult to detect empirically; gamification increases engagement and reduces expected incentive costs by 15% but does not robustly improve learning outcomes.

Selected Applied Project

Mosaica – AI-Powered German Learning Platform

Co-Founder & Lead Developer

- Developed and launched a web-based MVP for AI-assisted German learning, combining scenario-based vocabulary acquisition with visual and contextual learning cues.
- Built AI-driven content workflows that generate vocabulary, example sentences, grammar notes, and learning context from real-world images and everyday situations.
- Led product development and contributed to stakeholder outreach and preparation for user testing and institutional pilot partnerships in Vienna.

Skills

Programming & Tools: Python, R, Stata, MATLAB, LaTeX, oTree

Languages: English (fluent), Chinese (native), German (intermediate)