

Econometric Methods for Social Spillovers and Networks

University of St. Gallen, September 28th to October 6th, 2020

Professor Bryan Graham

Final Project

Due: December 5th, 2020 (please e-mail projects to me at bgraham@econ.berkeley.edu)

There are three options:

1. *Short research paper* (10 - 15 pages, including tables, figures and references). The only requirement is that the paper utilized concepts and materials from the course. The paper may involve econometric theory or empirical application.
2. *Research prospectus* (10 - 15 pages, including tables, figures and references). Describe a project you would like to undertake that intersects with the material covered in the course. The prospectus should identify a research question, relevant literature and, if applicable, possible datasets and modeling strategies.
3. *Literature survey* (10 - 15 pages, including references). In consultation with the instructor, construct a list of approximately 6 related papers connected to concepts covered in the course. Provide an analytical summary/survey of these papers. Identify interesting themes, possible areas for original research etc.
4. *Computation option* (code base, plus 5 -8 page write-up). Code-up an estimation or inference procedure described in class (or modify the supplied code to make it better/more efficient). Thoroughly test, debug and comment your code. Conduct a small Monte Carlo study to further verify its performance in terms of speed and accuracy. Ideally apply your code to a real dataset. Provide a short write-up describing your code and experiments.

Timeline

1. Identify a possible project now and begin preliminary work.
2. Please reach out to me if you have any questions.
3. I will schedule office hours with all students in late-October to discuss projects and finalize plans.
4. Projects due December 5th.

Comments

I do not expect projects to be perfect or represent complete, polished, pieces of research. The goal is to provide a structured way for your to engage with the course material in a way which might be useful for current and/or future research. Pick a project that you think you will enjoy working on and that will help you learn new skills. Have fun!