EC 327 Project Outline

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The following prompt provides a nice summary of the project. Pages 2-4 provide a more in-depth list of details that I would like to see come out of your project. Pages 5-6 outline some of the finer, less interesting details of the project.

**Prompt:** Find some strategic interaction in the real world that interests you. Identify why this project interests you, why this idea is indeed well-modeled by a game, and any preliminary research you did. Outline a model (a game) from this course that you think is related to your idea, and discuss the pros and cons of using this game to model your interaction. Then, go looking (broadly) for other games which you think may model your situation better, and describe them. Similarly, go look for 3 of the closest-related published papers on Google Scholar, and provide any useful details which you can distill from these sources. Finally, explain why your project is meaningful by discussing some of the impacts listed in the “significance” section, and attach a list of references.

The goal here is that you think seriously about how something you learned in this class can be applied to the real world, preferably a topic of interest. The submission is simply evidence to me that you spent some real time thinking about such an idea and followed it up with some research following the guidelines in this document. I want to see evidence that this project has real motivation and is indeed related to *game theory*, evidence that you did some due diligence on the research front (and broadened either your game theory knowledge or your research skills -- or both), and evidence that you thought about some real issues or impacts pertaining to your idea. While it may be helpful to treat this as a check-list, some of the points may be less meaningful to you, or you may have little to say about them.

# Header

Put your topic (or a title), your NAME, and the date.

# Motivation

* Explain why this concept or interaction interests you.
* Why is this a game? Identify the players, payoffs, and some sense of strategies.
* If you were to try to model this interaction using techniques from this course, which concepts would you use? Do you think this would reasonably capture what is going on in the world?
* [Suggested] How do you know this idea is interesting and new?
  + Did you email Connor, Boyoon, or another instructor in the department who you know well? Did they give you any feedback? If so, what?
  + Did you do some googling before committing to the project? Explain what about the searches you did indicates to you that your idea is novel and interesting. What about checking one of our game theory textbooks?

# Model and Research

* Start by providing more details about the game you chose from this course to represent your story, if necessary.
* Using a textbook or some basic google searches, are there game-theoretic concepts which you think do a better job of modeling your phenomenon?
  + Provide a source for where these concepts are coming from, e.g. a Wikipedia page, a textbook (possibly one outside of this course), or an article. Here, I only want the theoretical concept, a brief explanation of it, and how you think it relates to your topic.
* Now, using Google Scholar (scholar.google.com), go find 3 papers which you think are closest to your topic
  + Try to read the abstract (and, if you are compelled to, the introduction and conclusion). This is likely going to appear very technical, and there is no requirement that you are comfortable with any aspects of the paper. Give it a skim and try to summarize what they are talking about, and how it resonates with you.
  + The UO library site is another great place to look. I recommend google scholar as you will not always have access to the contents of UO libraries, but searching the site should give you results which are of similar-quality (and will tell you if you have the right to access the or not)
  + Try to find papers that come **close** to what you are doing. They may not be exact. If absolutely necessary, 1 of your sources can be from somewhere else that is reputable
    - If this is the case, explain why you think it is reputable and how you found it
    - A news publication really *should* be citing its sources, so see if you can find the link to the actual research somewhere
    - You are welcome to email me if you are feeling unsure about outside sources
  + The top 5 Journals in economics are the American Economic Review (AER), Econometrica, the Quarterly Journal of Economics (QJE), the Journal of Political Economy, and the Review of Economic Studies (ReStud). Based on a google search or other determination, provide some comment on the quality of the journal, if you can.
* Outline other sources which you find relevant for your topic or which you used for this project.

# Significance

* Is there a strategy profile which you think might be a Nash Equilibrium? Why or why not?
* Explain how your topic interacts with 2 of the following policy implications on the numbered list below.
* I am expecting more than just “My game applies to taxes and market power”. Try to put some real thought into this. If you don’t see an issue that you are interested in or which relates to your topic, shoot me an email.

* + 1. Collusion and anti-competitive behavior
    2. Wage differences based on demographics such as race, gender, sexuality, etc.
    3. Relative market power
    4. Trade, including issues such as trade disparities
    5. Economic welfare (profit maximization as well as utility maximization)
    6. Distribution of taxes and or subsidies; externalities
    7. Taxes and rents: who gets them, who benefits, who has incentive to deviate or hide their action
    8. What incentives are there for people to change the information present in the game? Can these groups feasibly do so?
    9. Property rights
    10. Corporate structure
    11. General inequality
    12. Investment risks, including incentives from rent-seeking agents
    13. Public Policy
    14. Enforcement mechanisms, commitment
    15. ***If you would like to suggest another issue, please send me an email***
* Do the papers you found address any of these issues?
  + ***Hint: use ctrl-f (cmd-f on Mac)***
* [Optional] Predict what the game theoretic models you outlined would say about outcomes in these issues.

# Bibliography

Include any references you used here. This can spill onto a 4th page if it must. You can use one of the many bibliography engines on the web to automatically format your bibliography (If there is no “Economics” or “AEA” option, just use APA). Otherwise, follow the guidelines outlined below, and sort your bibliography alphabetically.

See below for more technical details on the paper, if you need them.

Boring Details:

* 1-3 pages typed, and I would really prefer the main content to be contained in 1-2 pages
* Paragraph style, like you did in grade school. Don’t just turn in bullet points.
* Reasonable font, spacing, and formatting. If your grader finds the document disorganized, messy, or otherwise strenuous to read, they can deduct points
* Usual file formatting rules, as contained in the homework assignments and class syllabus
* This assignment isn’t meant to be huge – please don’t just go copy something off the web. Your grader may implement harsher penalties if the work looks overly similar to another student’s, or if portions of the submission appear to be copied from another source.
* Everyone must turn in their own project. If you happen to know that someone else is working on the same project, please ensure that your documents are *sufficiently* different.
* You will be graded on how much evidence you have displayed that you followed the prompt and spirit of the project (given on page 2). You do not have to have 100% of the things listed between pages 2 and 3, but the vast majority of them should be addressed. Try to respond to everything asked of you which is relevant, or do your best to provide an explanation of why certain things are difficult to answer, given your topic and/or research.
  + The 3 scholarly articles and the meaningfulness/significance questions are the most essential pieces to this paper. While they may be more or less challenging depending on your topic, do not simply brush these off.
  + Your grader can take off points if your idea is overly non-original. That is, if you cover a well-established concept in game theory, you will lose points (hence why the email option is in place)

**Bibliography:**

You can use one of the many bibliography engines on the web to automatically format your bibliography. Otherwise, follow the guidelines outlined below, and sort your bibliography alphabetically.

Bibliography Guidelines:

--- Scholarly articles (like the ones you pull from google scholar): roughly follow an econ-like format, which looks like:

Author(s) Last Name(s), Year published. *Journal that published in*, (link to source)

With 2 authors, we specify both authors’ last names, separated by “and”. For 3 or more authors, we specify the last name of the first author listed in the paper, and then attach the French abbreviation “et al.” (with others). For example:

* Wiegand, 2011. *Quarterly Journal of Economics* ([https://canvas.uoregon.edu/courses/](https://canvas.uoregon.edu/courses/205599))
* Chang and Wiegand, 2012. *American Economic Review*, ([https://canvas.uoregon.edu/courses/](https://canvas.uoregon.edu/courses/205599))
* Chang et al., 2013, *Econometrica*. ([https://canvas.uoregon.edu/courses/](https://canvas.uoregon.edu/courses/205599))

--- News articles: Follow the above formatting, but replace the academic journal with the news publication. If you feel it is warranted, comment on the strength of

--- Websites: List the name of the site, if possible. An author and some year would be a good idea as well. Of course, include a [link].

--- Books: Same format as scholarly articles, but list the book publisher, and include a link to some bookstore that sells the book (unless it is one of our class texts, then just skip the link)

For websites and news articles, comment on the reliability and strength of your source, if you feel it appropriate to do so. Try to include a link whenever possible, and just make sure it is formatted reasonably.