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Administrative Support: Kelly Chan	kellyc@udel.edu	302-831-6526

Education

University of Delaware, Lerner College of Business and Economics
Ph.D. in Economics, 2020–2026 (expected)
Dissertation: Essays in Digital Economics
Selected Coursework: Econometric Theory I–II; Time-Series Econometrics;
Topics in Dynamic Modeling; Cross-Section and Panel Data; Development
Economics; Household Finance (Theory & Empirics); Labor Economics

University of Southern California
M.A. in Economics, 2016

Southwestern University of Finance and Economics, China
B.S. in Management, 2014

Fields

Digital Economics
Development Economics
Economics of Education
Econometrics

References

Jeremy Tobacman University of Delaware tobacman@udel.edu 617-596-4184	George R. Parsons University of Delaware gparsons@udel.edu 302-831-6891
Emily L. Battaglia University of Delaware emilylb@udel.edu 302-831-8746	Desmond J. Toohey Securities and Exchange Commission desmondtoohey@gmail.com 202-551-7562

Fellowships & Awards

Graduate Fellowship, University of Delaware, 2020–2025
Third-Year Summer Research Stipend, University of Delaware, Summer 2023

Teaching

Instructor
Introduction to Microeconomics (ECON 101), Fall 2022
Introduction to Macroeconomics (ECON 103), Spring 2023

Teaching Assistant
Data Analysis for Economics and Business (ECON 306), Spring 2025
Introduction to Management Information Systems (MISY 261), Spring 2024
Quantitative Microeconomic Theory (ECON 301), Fall 2023

Urban Economics (ECON 393), Fall 2023
Microeconomic Theory I (ECON 811, Graduate), Fall 2021
Microeconomic Theory II (ECON 813, Graduate), Spring 2022
Economics of Health Policy (ECON 490), Fall 2021

Employment Caitong Securities Co., Ltd., Shanghai, China. Assistant Analyst (2017–2018), Analyst (2019-2020), Research Division, Internet Industry Group; passed all three levels of the Chartered Financial Analyst (CFA) Program.

Research Research Assistant for Prof. David Stockman, University of Delaware, Spring 2024

Job Market Paper **Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health**

Resubmission invited to *Journal of Development Economics*.

Abstract: In August 2021, China implemented a nationwide restriction banning weekday gaming for minors and limiting weekend play to one hour. Using nationally representative survey data and a difference-in-differences design, I find that the policy substantially reduced minors' Internet and gaming time but did not improve academic performance, study effort, or health. Effects were stronger for girls and students from smaller households, yet consistent across regions with different Internet coverage. Peer effects within boarding schools indicate that behavioral restrictions spread through social networks, amplifying compliance even among untreated older students. Self-reported well-being declined modestly, suggesting short-run mental health costs from lost digital leisure. Complementary evidence from a city-level regression-kink design confirms no test-score gains. Overall, the policy effectively curtailed online activity but yielded limited human-capital benefits, highlighting that digital regulations without supportive measures may reduce welfare without improving learning outcomes.

Working Papers **Digital Regulation and Market Responses: Evidence from Chinese Mobile Apps**

Abstract: This paper analyzes how the 2021 gaming restriction for minors in China reshaped digital markets using difference-in-differences and event-study analyses of app-level downloads and revenues. The regulation sharply reduced usage of youth-oriented games while leaving adult-oriented titles less affected and stimulating growth in substitute activities such as e-books and social media. Gaming activity fell on weekdays but concentrated during permitted weekend hours, revealing strategic adaptation by users and firms. Market reactions were highly heterogeneous: some developers rebranded products, adjusted monetization models, or shifted advertising toward adult audiences. The results demonstrate that stringent behavioral regulation can generate substantial spillovers across adjacent digital sectors, influencing platform competition and business incentives. Ongoing work extends this analysis by exploring longer-run firm dynamics, entry and exit patterns, and how digital restrictions interact with innovation and content creation in the broader app ecosystem.

Seminars & Conferences	<p>“Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health,” University of Delaware ESGA Conference, Newark, DE, October 2025</p> <p>“Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health,” University of Delaware Economics Symposium, Newark, DE, 2022–2024</p>
Languages	Mandarin Chinese (native); English (fluent)
Software skills	Stata; R; Python; LaTeX; SQL