ZHEJIAN WANG

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Department of Economics
Lerner College of Business & Economics
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Education

University of Delaware
Ph.D. in Economics, 2020–2026 (expected)
Dissertation: Essays in Digital Economics
Coursework: Time-Series Econometrics, Topics in Dynamic Modeling

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

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

Fields

Digital Economics
Economics of Education
Development Economics
Applied Econometrics

References

Jeremy Tobacman
University of Delaware
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Desmond J. Toohey
Securities and Exchange Commission
desmondtoohey@gmail.com

Emily L. Battaglia
University of Delaware
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George R. Parsons
University of Delaware
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Fellowships & Awards

Graduate Fellowship (Teaching Assistantship), University of Delaware, 2020–2025.
Third-Year Summer Research Stipend, University of Delaware, Summer 2023

Teaching

Introduction to Microeconomics (ECON 101), Instructor, Fall 2022.
Introduction to Macroeconomics (ECON 103), Instructor, Spring 2023
Data Analysis for Economics and Business (ECON 306), Teaching Assistant, Spring 2025.
Introduction to Management Information Systems (MISY 261), Teaching Assistant, Spring 2024.
Quantitative Microeconomic Theory (ECON 301), Teaching Assistant, Fall 2023.
Urban Economics (ECON 393), Teaching Assistant, Fall 2023.
Microeconomic Theory I (ECON 811, Graduate), Teaching Assistant, Fall 2021.
Microeconomic Theory II (ECON 813, Graduate), Teaching Assistant, Spring 2022.
Economics of Health Policy (ECON 490), Teaching Assistant, 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 CFA Program.

Research

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

Job Market Paper

Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health

This paper was rejected and invited to resubmit at the *Journal of Development Economics*; resubmitted October 2025.
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

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

"Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health," University of Delaware ESGA Conference, Newark, DE, October 2025.
"Restricting Video Games in China: Effects on Time Use, Educational Achievement, and Health," University of Delaware Economics Symposium, Newark, DE, 2022–2024.

Languages

Mandarin Chinese (native); English (fluent)

Software skills

Stata; R; Python; LaTeX; SQL