Important dates

- Post on an idea to Piazza: by end of Wednesday, April 6. Comment on two other ideas: by end of Friday, April 8.

- Brief project presentations: Wednesday, April 27. 11.30a-1p (regular class time).
  Everyone expected to attend! This presentation is an opportunity to share what you’ve been doing with other students. Your project probably won’t be finished yet, though...

- Project due: Tuesday, May 3, 5pm. A hard deadline, submit to Canvas.

Overview

The goals of the final project are to allow you to explore independent interests, learn more about a particular area, and to practice teamwork and presentation skills. Many types of projects are possible, including theoretical, experimental, and survey papers. Projects that are suitably open-ended should ideally be done in groups of two, or even three. Survey papers should generally be written by one person.

Using Piazza:

- Post to Piazza if you’d like to find a partner for the final project.

- We have seeded a discussion of projects on Piazza. Over the next week or so, you should submit a brief post on an idea for a project, and comment on at least two other posts.

The project proposal is NOT graded.

Your project proposal can just be 2-3 paragraphs. Crucially, it should provide enough detail about your project idea to allow the teaching staff to provide feedback. For example, if your paper will relate to existing work in the academic literature then you should provide references.

We strongly encourage you to submit two suggestions. That way, we can suggest which of the two projects we prefer. Please ask specific questions that will help us to provide useful advice.
Possible topics

These include:

- Make connections between an eCommerce or social networking platform and topics we have covered in class; e.g., discuss the features of a real electronic market or matching market and relate to the theoretical frameworks that we’ve studied.

- Experiments with crowdsourcing using TurkIt or another Amazon Mechanical Turk scripting language (we can provide a small amount of funds).

- Go to the lecture notes for a topic you enjoyed in the course, find the papers mentioned in the chapter notes,\(^1\) and provide an exposition of two papers. This means writing a paper that convincingly demonstrates understanding of one, perhaps two, of the main results in each of your selected papers.

- Complete an in-depth study of something we’ve discussed in class; e.g., Bitcoin, advertising exchange design, the PPAD-completeness of Nash, etc.

- Study in more detail a computational problem we’ve briefly discussed, perhaps coding up an algorithm and testing it on data. This could relate to matching or winner determination in combinatorial auctions, for example.

- Identify a question related to topics discussed in class that you would like to study in more depth, scoping your work carefully so that you will be able to make progress (e.g., by proposing a concrete simulation, or a very well-defined, simple theoretical question).

- Develop an entrepreneurial idea, drawing a connection with topics discussed in class, and identifying and studying a precisely stated, technical question. Discuss why the idea could have commercial value.

These are just suggestions. You can do something very different as well. Please ask if you are unsure!

Papers should not be longer than 10-12 pages, and a good paper should say what it needs to say as succinctly as possible.

\(^1\)If the citations are not provided in the chapter notes, and you can’t find them, please post to Piazza.