# **List of Topics for Theses**

October 2024

This list is not exhaustive. Students are encouraged to come up with their own topics.

This list is kept in English; theses can be written in English, German or French (see guidelines).

### Online platforms

- Two-sided markets
- Blockchain and cryptocurrencies
- Price comparison sites
- · Recommender systems
- Market intermediation
- · Discontinuity at price zero

# **Industry studies**

- Liberalization of long-distance bus transport
- Cycles in the ship building industry
- Market for esoteric goods
- Pricing in ski resorts
- Fast fashion industry
- Cement market
- Automotive industry
- Tourism
- Electricity
- Legalization of gambling

## **Food industry**

- Personal ethics and meat consumption
- Cost externalization in the meat industry
- Livestock and deforestation
- Food labels and nutriscore

### **Beliefs and perceptions**

- Information avoidance
- Risk perception
- Confidence and overconfidence
- Judgmental overconfidence
- Value of second opinions

# Inequality

- · Wealth and income inequality
- Perception of inequality
- Preferences for redistribution
- Perception as zero-sum situations

#### **Networks and social influence**

- Wisdom of crowds
- Diffusion in networks
- Misinformation
- Public forecasts
- Social networks analysis

### **Sports economics**

- Sports league design
- Behavioral biases and evaluation of football games
- Doping
- Inspection games
- Competitive balance
- Hooliganism
- Salaries
- Effects of rule changes
- eSports

# **Law and Economics**

- Optimal law enforcement
- Law enforcement with naïve offenders
- Market for illegal drugs and drug policy
- Shoplifting
- Income or wealth dependent fines
- Contingent and conditional fees for lawyers

#### Gender Economics and LGBTQI+ economics

- Gender wage gap and gender gap in education and career outcomes
- Gender disparities in behavior and preferences
- Policy interventions to reduce gender inequality
- Labor market discrimination

#### Other topics

- Promotion rules in organizations
- Weighted majority games
- Competitive branding issues
- Multidimensional scaling
- Hedonic games