

WIEM 2006 Best Paper Prize for Young Economists

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One of the main objectives of the Warsaw International Economic Meeting 2006 was to bring young economists together, to give them the opportunity to interact, discuss their research and obtain feedback from their colleagues and senior economists. The contacts, academic collaboration and joint projects between Polish and international young researchers still need active encouragement.

The Best Paper Prize for Young Economists competition was funded by the Bank Pekao SA and the National Bank of Poland. The purpose of the Prize was to give promising young economists an additional signal on the job market at the beginning of their professional career. Significant numbers of local and international doctoral students were attracted to the WIEM conference. The quality of the research presented was generally very high and sometimes exceptional.

The procedure of selecting the Prize winners involved obtaining feedback from independent referees—academics from a range of economic disciplines working at international universities. The main selection criterion was research ‘innovativeness’ leading to good chances of publication in a world class economic journal. As a consequence of this strategy, no particular topic within economics was preferred.

Two young economists received prizes for their presentations.

Michał Hulej, a doctoral student from Warsaw University presented his paper “Foreign aid and ethnic divisions”, where he hypothesizes that ethnic fractionalization is an important factor in the effectiveness of foreign aid. This paper attempts to develop the whole idea through all stages of research, by first building a theoretical model of economic growth with foreign aid and internal fractionalization, and then attempting empirical verification.

Tomasz Sadzik, a doctoral student from Stanford Graduate School of Business, presented his paper “Beliefs Revealed in Bayesian Equilibrium”. This is a highly theoretical research on foundations of the game theory, attempting to clarify a connection between two approaches in analysing the games with incomplete information—belief hierarchy approach and type space approach.

Abstracts of both presentations are below.