

RESEARCH CLINIC

General information

Supervisor:	Brandon C. Zicha
Title of clinic:	Veto Boxing - A Teaching and Research Tool For Modelling Dynamic Decision-Making Processes.
Number of students:	2
Major (<i>if applicable and approved by the Major Convener</i>):	GED
(Pre)requisites (<i>if applicable</i>):	Students should be highly conversant in Python and familiar with R, while also having either experience or interest in being part of a larger more developed software development project.

Research context

This project is an ongoing software development project which aims to develop a teaching and research tool that simulates committee-type voting games in sequence with a wide range of adjustable variables. The software is aimed to be used in comparative politics and policy classes, as well as to facilitate research on models of formal decision-making that have hitherto been mostly studied in static contexts. The software is currently in Beta, but now must be (a) used for concrete research output, (b) transitioned into an online deployment and (c) set up as an Open Source Software Project in preparation for the software to be presented to the border academic community in a future publication.

Students' tasks and activities

Both students will provide research assistance and aid in the analysis of data generated by the VetoBoxing software (beta-version). One student will focus primarily on transitioning the software to a web deployment, while the other with focus on developing a software management system for and transition the software to an open source software development platform (eg on GitHub). Both students will develop documentation for the software translating technical functions into substantive and theoretically relevant terms.