The final course project is a hypothetical thesis proposal describing a research program for modeling human strategic behaviour in a chosen domain. It may be based on the assignments, but it can also go in a different direction if you prefer (i.e., you are not locked into the decisions that you made for your assignments).

The proposal document should be 5–8 pages long in the default \texttt{LATEX} article format. It should include the following elements. Different projects can emphasize different elements.

1. **Motivation**
   - What questions will be answered, and why are they important?

2. **Related work**
   - What does the literature say about similar questions?
   - What is the gap that you are filling? What is the novel element(s) of this project?
   - What existing models, datasets, etc. will you build on?

3. **Methodology**
   - How will you formally model your scenario?
   - How would classical game theory analyze this question?
   - What important aspects of the problem are likely to be missed by the classical analysis?
   - What behavioral model will you use to analyze your question?
   - What data will you use to analyze your question?

4. **Initial results**
   - Do you have preliminary results? What have you learned about your question already?

5. **Impact**
   - What are the likely of answering this question?
   - What are promising directions for future work?