Théo MARQUIS
theo.marquis@universite-paris-saclay.fr

I am a Phd student in Economics at RITM research center — University Paris Saclay. In 2018, I graduated with honors from the Master in Economics at ENSAE with a specialization in Game Theory, and I also studied Microeconometrics, Decision Theory and Experimental Economics. I started his Phd in October 2018 supervised by Grazia Cecere and Fabrice Le Guel at University Paris Saclay.

My field of research is digital economics. My general research interests are the online labor market, the economics of smartphone applications, the manipulation of online information and the effects of nudging on economic behaviors.
Indeed, I was part of a research team before starting my PhD that studied the economics of smartphone applications. We studied the impact of regulations on the amount of data requested by developers, to see whether certain regulations allow developers to request data excessively, especially sensitive data.
My first PhD thesis was a chapter on how online workers on a micro-employment platform make a trade-off between work and leisure. With monitoring data on the demographics of a micro-employment platform, I investigated how the implementation of a global geo-localized mobile game influences the presence on the e-work platform.
Together with a co-author, we are writing an article on the manipulation of online popularity data and its impact on the timing of decisions and transfer amounts of professional football players.
I have also conducted a field experiment with two co-authors to test the effect of certain elbow strokes on children when we change the entity that explains the game and pushes children.