

Peru Immersion: Ec 70

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Plan

- Concept
- Details about the course
- Application

Concept

- Immersive teaching is a powerful pedagogic tool that is at the core of Econ 70.
- Three possible pedagogies:
 - Lectures:
 - Unidirectional communication channel,
 - We study the world from the classroom, but the world stays outside the classroom
 - Case method:
 - Multi-lateral communication channels,
 - Bring the world to the classroom
 - Immersive teaching:
 - We not just communicate among ourselves but with the protagonists as well as with the environment
 - Transcends the classroom by taking place in the studied environment
 - **Has the potential to transform the object of study (have a local impact)**

Concept

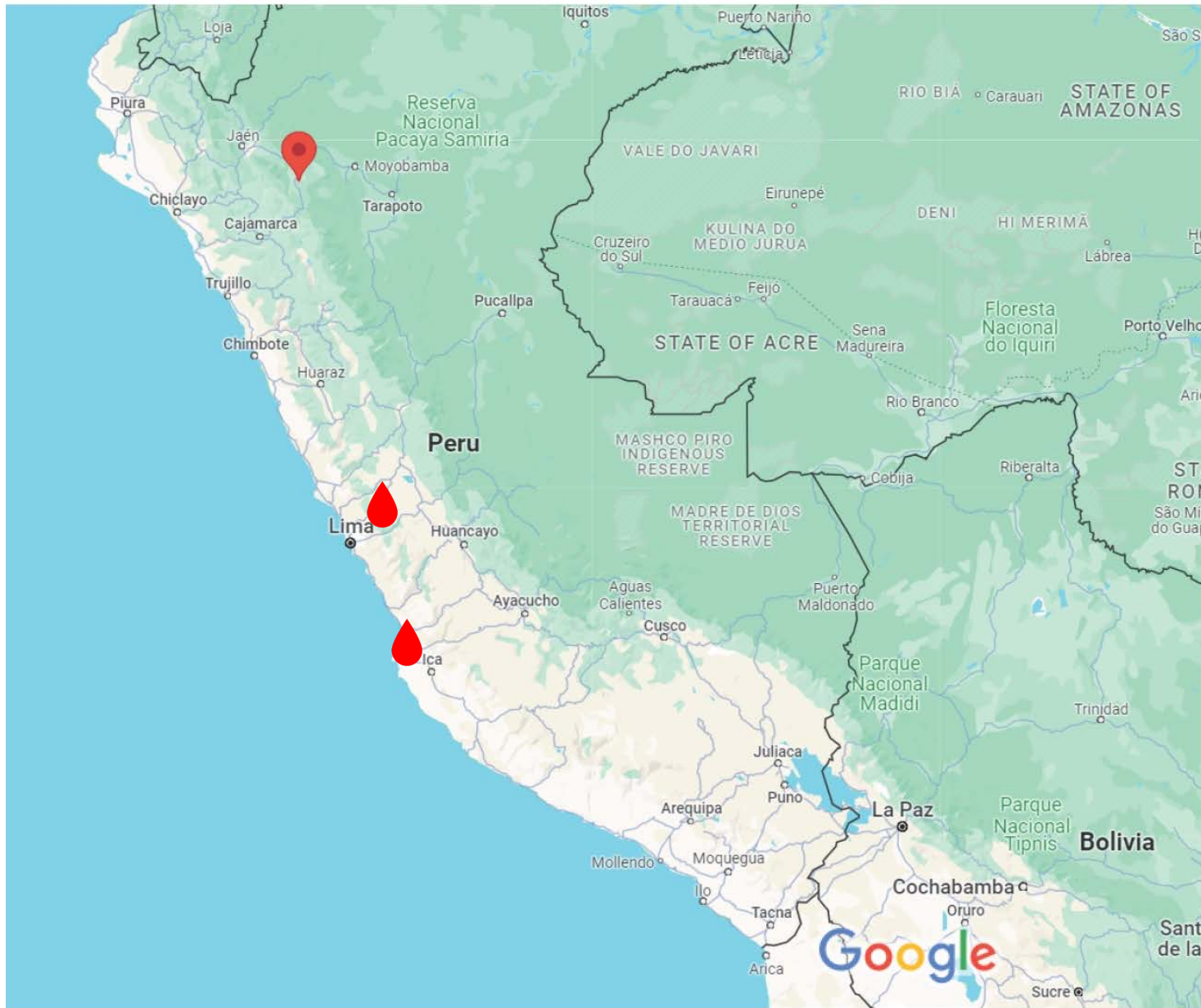
- Theme: Economic development articulated around four axis:
 - Informal economy
 - Rural-urban divide, including migration
 - Agriculture, technology adoption
 - Tourism /Environment
- Structure:
 - on-campus portion:
 - develop key questions, frameworks for analysis, and prepare projects
 - off-campus portion
 - interact with the environment, conduct activities and conclude projects.

On campus portion

- Provide introduction to issues, and tools to study them
- Develop significant part of the projects
- Method: Diversity of methods including:
 - Interactive discussions of books, articles and case studies
 - Presentations via zoom from external speakers about the issues we'll study as well as about the contextual factors relevant during the immersion
- All this typically led by students; each class is run by a group. A portion of the grade is linking to the design of the class and the management of the discussion

Off-campus portion

- Will take place after Thanksgiving for about 12 days
- We will visit Lima, Chachapoyas, Paracas/Ica
- Each location is related to the four axis, with different loadings
- Type of activities
 - Individual meetings with relevant partners
 - Common activities that cut across themes
 - Activities that are mostly related to a theme, where we help those that have projects
 - Cultural activities



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Projects

- A key tool to focus efforts, interact with locals, make specific general ideas discussed in the course
- Your window to the theme
- Your opportunity to have a local impact
- Examples of past projects:
 - Design a plan to evaluate the impact of training programs in tourism using changes in customer satisfaction from tripadvisor.
 - Help a large engineering company redesign its internal training division
 - Design and implement a survey to understand why farmers do not adopt technologies
 - Study the impact of introduction of high value added fishing techniques

What makes a good project?

- Good projects come in many forms and flavors, the only requirement is that they are related to at least one of the 4 angles around the theme.
- The goal may be about studying an important issue, or about solving a relevant problem for the local population (develop an app that helps them in some particular way, organizing the provision of a service in a sustainable manner, etc...), for example.
- It is in principle very desirable that the project has a local partner: somebody that is the direct beneficiary or that represents the beneficiaries

Projects and application to Econ 70

- The application consists of three parts.
 1. Your proficiency in Spanish (not very important)
 2. Motivation to participate in immersion
 - 3. Proposal about a project:**
 - A. What type of project: Research or impact**
 - B. Issue and related topic**
 - C. Methodology**
 - D. Local Partner**
 - E. Intended deliverables**
- Even though I require everybody to submit a proposal for a project in the application, we will not implement all of them as projects will be conducted in teams.

Logistics of the immersion and application

- Peru portion is fully covered by college
- Plane ticket is covered only for those on financial aid
- **Proposals are due May 1st at 5 pm.**