MASTER’S THESIS

I’m supervising master theses that are related to the fields of Organization Design, HRM and International Management (see some examples in the list topics below). Students are also invited to propose their own subjects and interests. It is possible to write the thesis in close collaboration with a particular company or doing a field research or conduct an experiment. Students interested in those topics have to consider the following prerequisites:

1. A **proficient English** because the scientific literature is mainly in English;
2. From **4 to 6 months of work** (not full time) on the thesis for literature review, research design and execution, analysis of evidences from the field study and writing the final report.
3. Desire and ambition to contribute with the thesis to the **development of new insights, emerging ideas and original results**. The master thesis is not considered just a collection of other contributions but it must achieve some specific, innovative and original results.

If you are interested please first look at the table below to see the thesis topics. If you are unsure or you have an idea for a proposal yourself, please contact Prof. Andrea Pontiggia during office hours.

**Formal Requirements:**

Every student conducting a thesis on the following topics Organization Design, Human Resource Management and International Management has to attend at least one of these courses:


**MASTERS THESIS TOPICS (some examples):**

Time perception, Persistence in entrepreneurship, Decision-making in teams, 3D printing and Big data.
Decision making paradoxes: exploration vs. exploitation, economic vs. social, creative vs. routinized, present vs. Future.
The concept of “new Globalization”: from the political agenda to the economic policies.
Topics related to: attention, creativity, routines, learning and routines change, personality, time-perspective for managers, innovators and entrepreneurs.
Attention, Identity and Decision-Making; Micro-foundations to Ambidexterity; Organizational learning
Disruptive innovation; business models & business model innovation; 3D printing and Design Phases Integration.
New Organizational Forms and Different Notions of Work emerging from the new Fourth industrial “revolution”.
Cognitive and Behavioral Biases and Distortions: Implications for managing people in high effective organizations.
Gaming and Learning: How Gaming is the most promising segment of the entertainment industry

Andrea Pontiggia
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