

Computable General Equilibrium (CGE) Modelling Courses

cgemod

CGE Modelling

CGE models are often presented as complex, mysterious and incomprehensible: these courses dispel this perception. An understanding of CGE models requires knowledge of economics and a programming language and an ability to handling large quantities of data.

www.cgemod.org.uk

The site provides access to technical documentation and (GAMS) code for the STAGE, GLOBE and R23 applied general equilibrium models and associated code for data handling, miscellaneous teaching materials and working papers.

All the teaching materials provided on this site are provided free of charge for academic and training purposes: we appreciate feedback.

The codes on the site for the STAGE, GLOBE and R23 models, and other codes, are open source subject to the Creative Commons BY-NC-SA (Attribution - Non-Commercial - Share Alike) licence.

Courses

These courses are designed to demystify CGE models. Each course has several modules - theory, techniques, policy experiments and interpretation - and conclude with a project. Each module has an assignment to monitor progress.

The courses take some 90/60 hours with support over 6/4 weeks.

Completion of the 'Practical CGE Modelling course', or equivalent, is a prerequisite for enrolment on the Single country and Global CGE courses.

Start dates: September, November, January and March

Fees per 6-week courses:

Developed/Developing country: Professional - £1,100/£900; Student - £750/£600

Fees per 4-week courses:

Developed/Developing country: Professional - £750/£600; Student - £500/£400

Discounts are offered to participants who take multiple courses. A limited number of scholarships are available for students.

CGE models are NOT 'black boxes'. Given an understanding of general equilibrium (GE) microeconomics, and some macroeconomics, and the ability to read a simple programming language, all model insights are ultimately obvious. GE systems may be complex, just as the world is complex; but an unwillingness to learn enough economics and a 'language' does not make a CGE model a 'black box'.



GAMS

Practical CGE Modelling

The target audiences for this course are model users, potential model developers, and commissioners of policy studies seeking to develop a basic understanding of CGE models. On completing the course graduates should be able to use simple single country CGE models (in GAMS) to run and interpret 'standard' policy experiments (6 weeks).

1. A Closed Economy CGE Models
2. 1*2*3 (Open Economy) CGE Model
3. A Simple CGE Model
4. SMOD Course Project

SMOD Model

Details & registration: <http://www.cgemod.org.uk/training.html>

Further information: Yontem Sonmez (yontem@cgemod.org.uk)

Single Country CGE Modelling

The target audiences for this course are potential model developers, model users, and commissioners of policy studies. The course uses a version of the STAGE model: graduates should be able to use a range of advanced single country CGE models in GAMS (6 weeks).

1. STAGE_t CGE Model: Theory
2. STAGE_t CGE Model: Exercises
3. Interpreting Model (STAGE_t) Results
4. STAGE_t Course Project

STAGE Model

Details & registration: <http://www.cgemod.org.uk/training.html>

Further information: Karen Thierfelder (karen@cgemod.org.uk)

Global CGE Modelling

The target audiences for this course are potential model developers, model users, and commissioners of policy studies. The course uses a version of the GLOBE model, but on completing the course graduates should be able to use various open source global CGE models implemented in GAMS (6 weeks).

1. GLOBE_t CGE Model: Theory
2. GLOBE_t CGE Model: Exercises
3. Interpreting Model (GLOBE_t) Results
4. GLOBE_t Course Project

GLOBE Model

Details & registration: <http://www.cgemod.org.uk/training.html>

Further information: Karen Thierfelder (karen@cgemod.org.uk)

Advanced CGE Modelling

Recruitment to these courses will be limited to participants with adequate prior experience (4 weeks).

1. Energy CGE Model
2. Recursive Dynamic CGE Model
3. Migration CGE Model