

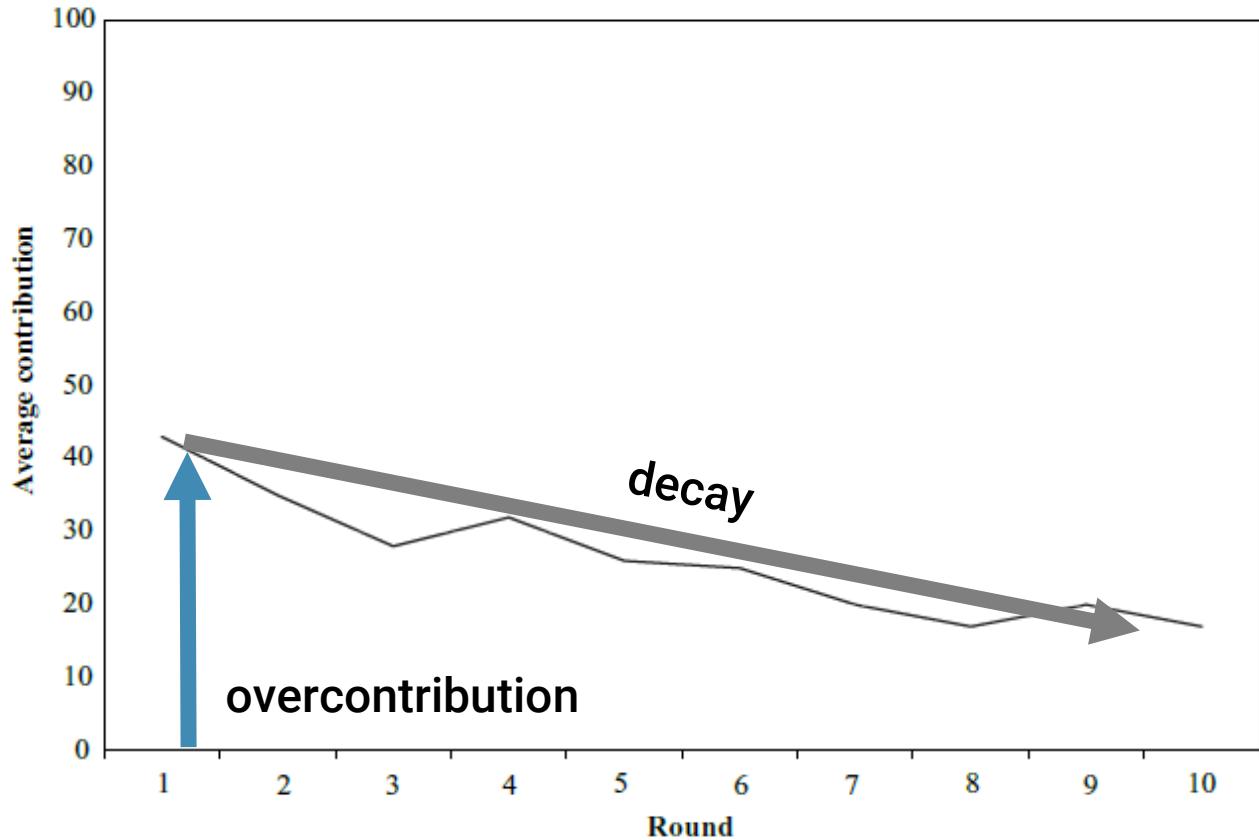
Experiments

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Contents

1. Public Goods Experiments
2. Types of Experiments
3. The Role of Experiments

A Standard Finding (Guala 2005, 22)



- Two standard observations: overcontribution and decay
- Overcontribution contradicts standard economic theory
- Why overcontribution? Why decay?

Figure 2.1. The overcontribution and decay effect (from Isaac, Walker, and Thomas 1984).

A Standard Finding (Guala 2005, 22)

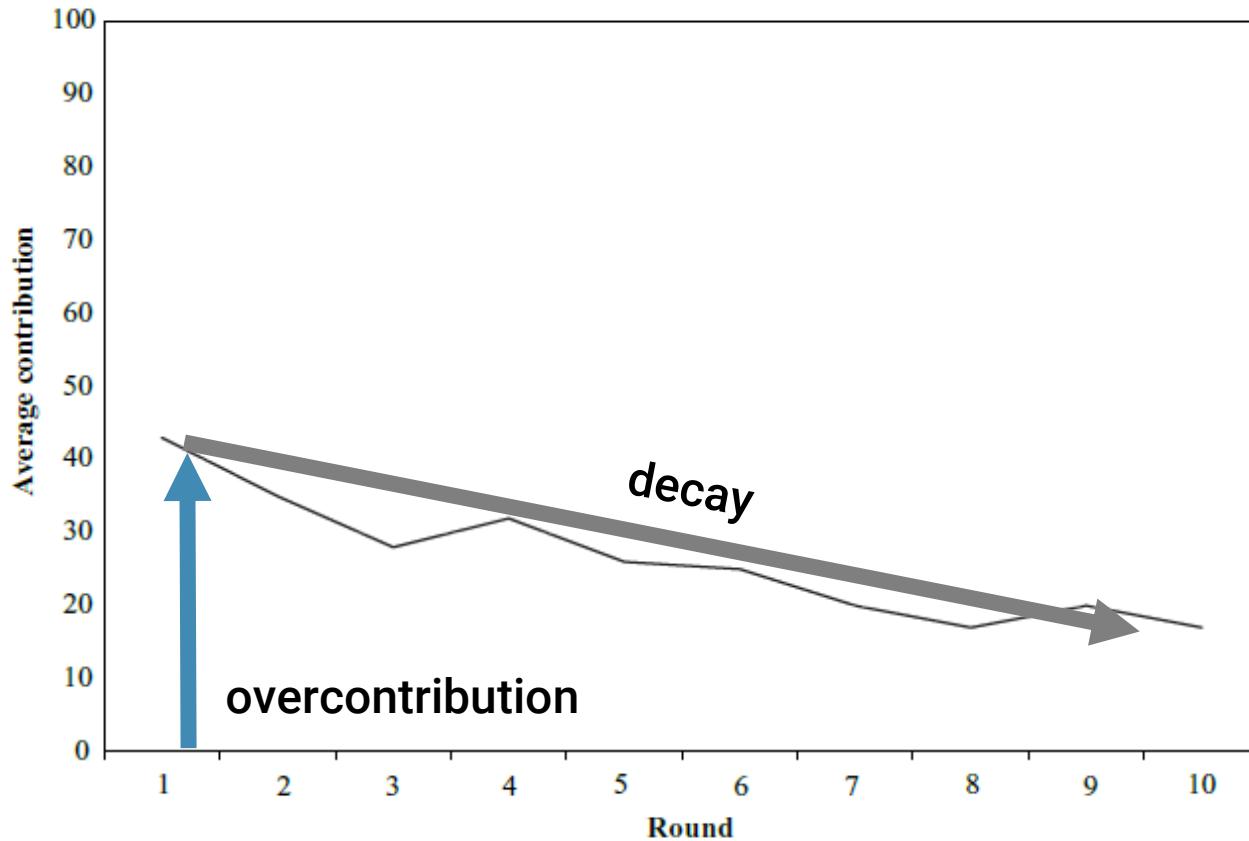
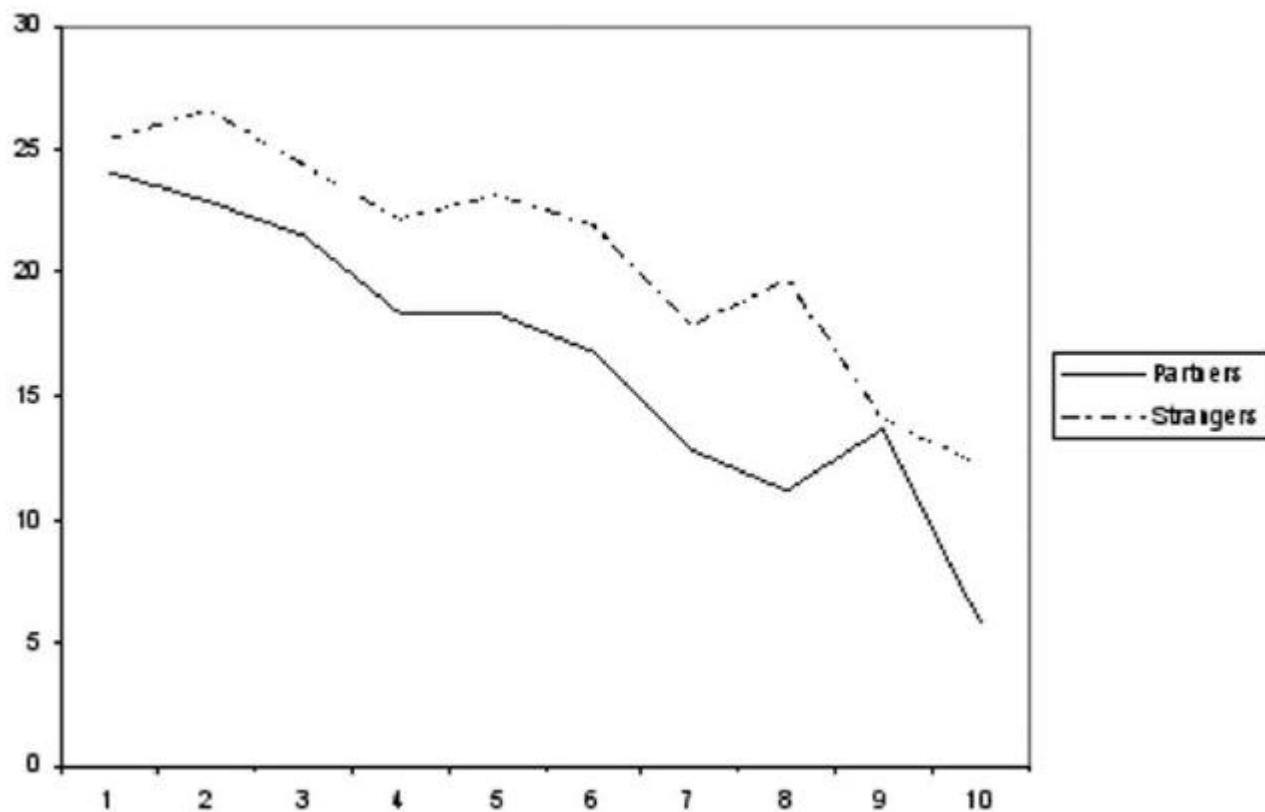


Figure 2.1. The overcontribution and decay effect (from Isaac, Walker, and Thomas 1984).

Two explanations of decay

- Learning → Decay
 - Players start out irrational
 - Over time, players learn what the rational strategy is
- Strategic Playing → Decay
 - Players know that some of the other players are imperfectly rational
 - They offer cooperation early on, and defect towards the end of the game

Testing the Strategic Hypothesis



- **Andreoni 1988:** distinguish Strangers from Partners
 - Strangers play with different players each round
 - Partners keep in the same group each round
- How does this test Strategic Playing → Decay?

Testing the Learning Hypothesis

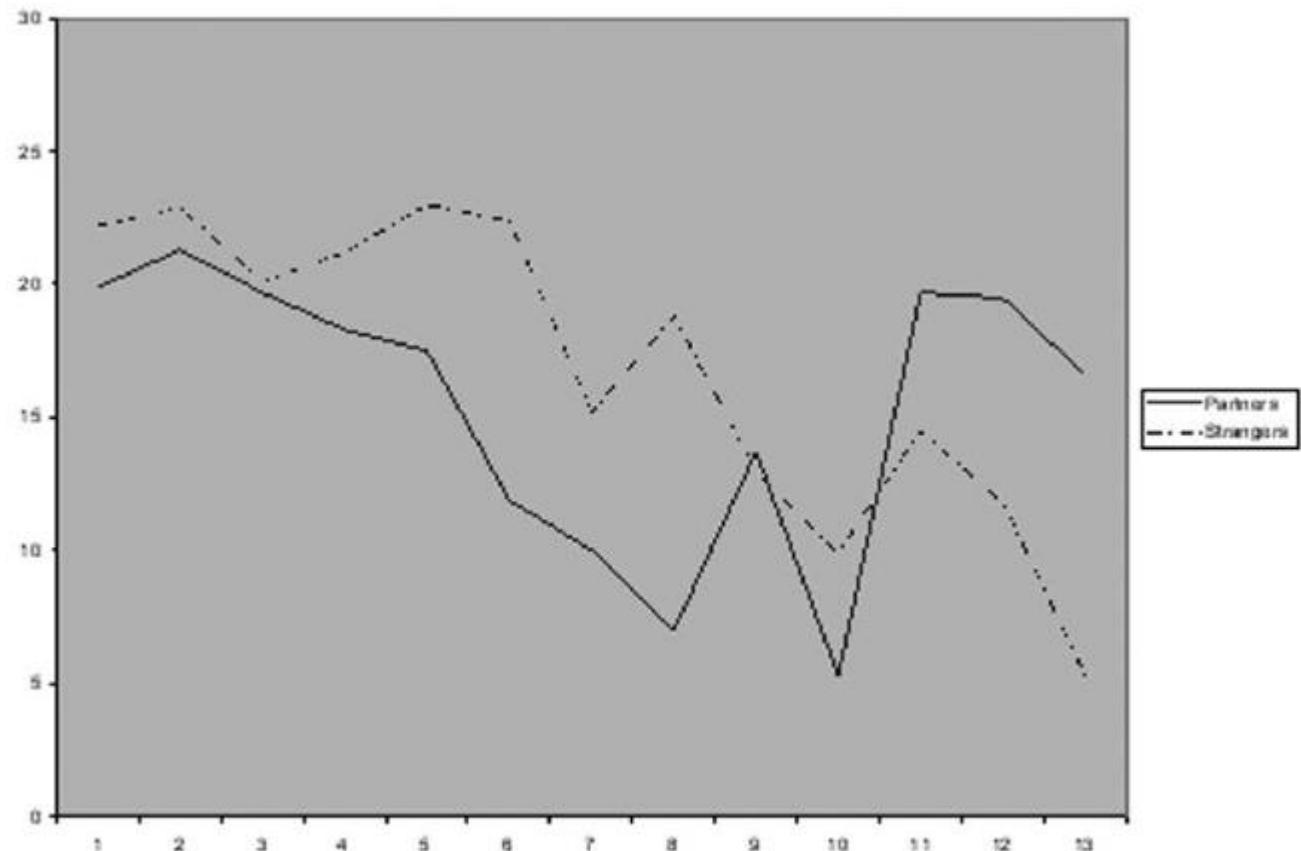


Figure 2. Effect of restart at round 10

- **Andreoni 1988:** give players a break at some point, then resume the game
 - Here: break after round 10
- How does this test Strategic Playing → Decay?

Cox/Sadiraj 2005, 8

Table 1
Percentage of Positive Contributors in the Last Round

| Study | Group Size (n) | Marginal Return (α) | Positive Contributors ^a (Percent) |
|------------------------------------|--------------------|------------------------------|--|
| Andreoni (1988) | 5 | 0.5 | 44 |
| Andreoni (1995a) | 5 | 0.5 | 55 |
| Andreoni (1995b) | 5 | 0.5 | 57 |
| Croson (1996) | 4 | 0.5 | 35 |
| Croson (forthcoming) | 4 | 0.5 | 27 |
| Isaac, Walker, and Thomas (1984) | 4 | 0.3 | 25 |
| Isaac, Walker, and Williams (1994) | 4 | 0.3 | 31 |
| Keser and van Winden (2000) | 4 | 0.5 | 44 |
| Laury and Petrie (2005) | 4 | 0.4 | 38 |
| Ockenfels and Weiman (1999) | 5 | 0.33 | 11 |

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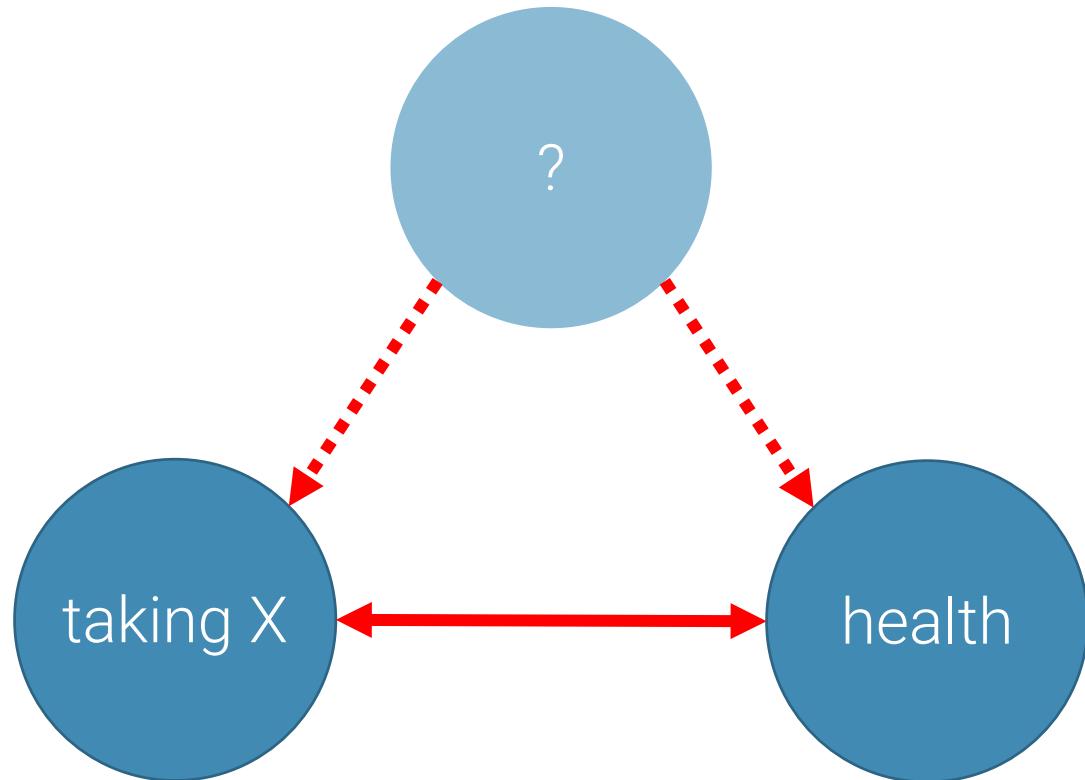
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Types of Experiments

- Thought Experiments (Hotelling)
- Natural Experiments (Acemoglu et al.)
- Field Experiments
- Lab Experiments (Smith)

What are the differences between these types of experiments?

Experiments

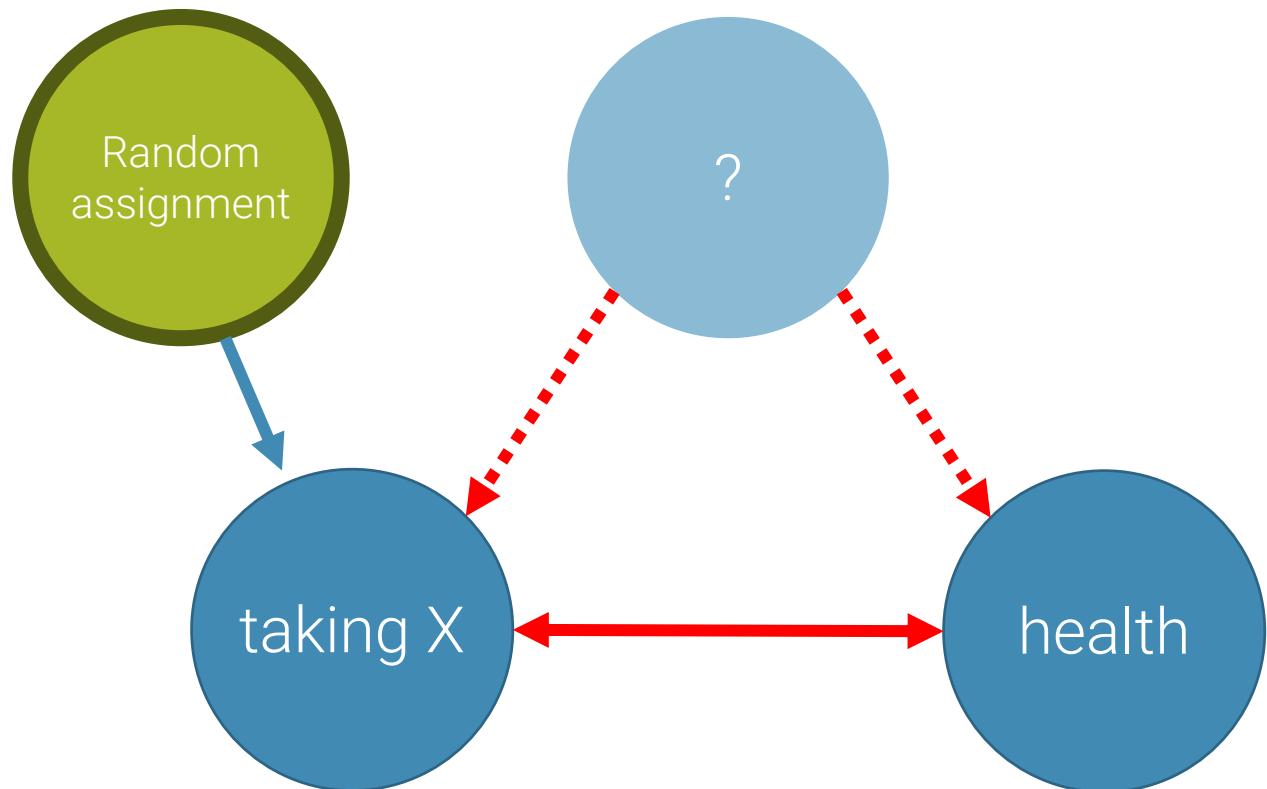


Imagine you want to test whether
taking nutritional supplement X → better health

Problems

- The people who take nutritional supplements might be more health-conscious, and more healthy to begin with
- Other self-selection effects (older people take more supplements, and they are less healthy)

Experiments

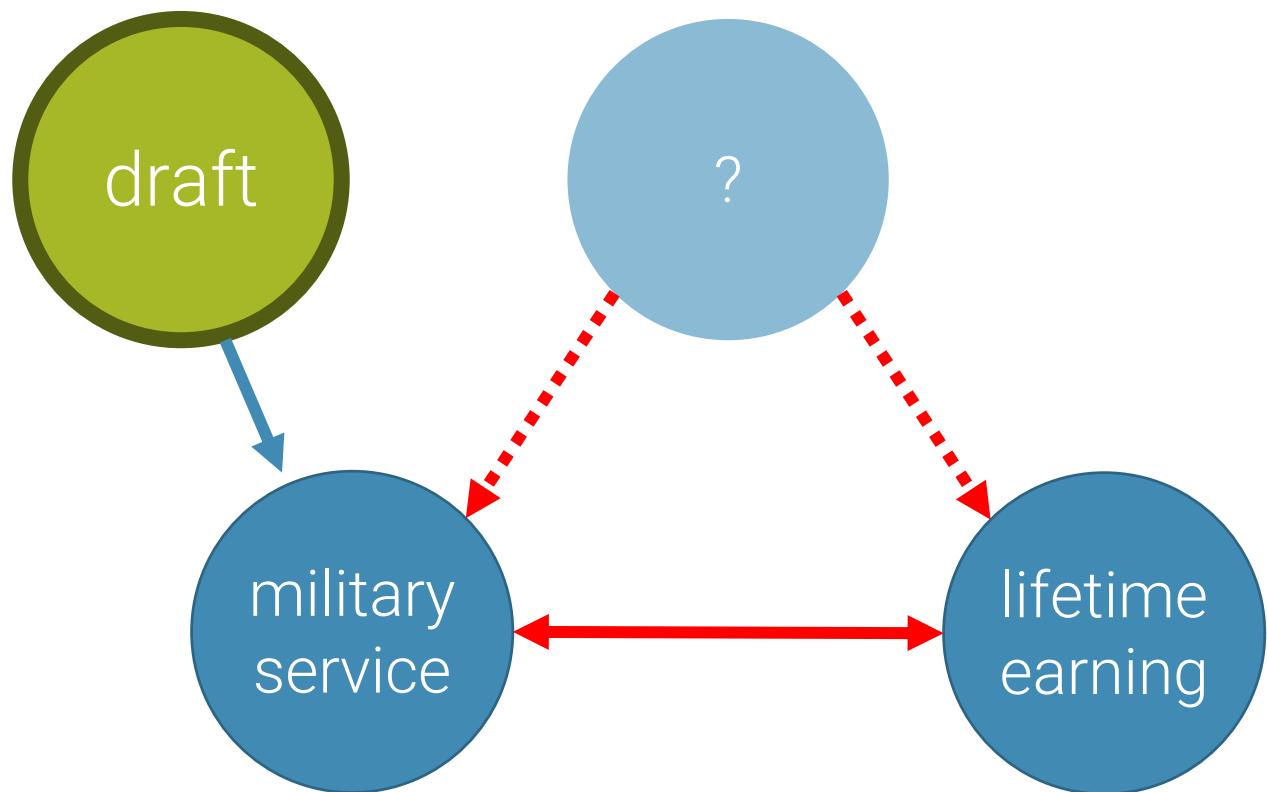


Imagine you want to test whether
taking nutritional supplement X → better health

Solution: assign people randomly to treatment group (variable “treatment”)

If done correctly, treatment should be independent from potential third factors

Natural Experiments



Imagine you want to test whether
serving in the military → higher/lower wages as civilian

Solution: observe a “natural” experiment: the Vietnam-era draft

Other examples...

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Internal and External Validity

Imagine you run some experiment E on whether X causes Y

- **Internal Validity:** Within E , does X cause Y , or can changes in Y be attributed to some third factor not taken into account?
- **External Validity:** Assuming that X causes Y within E , how sure can we be that X also causes Y outside E ?

Tradeoff: Higher internal validity requires more control and more artificial conditions; but the more artificial the conditions are, the less certain can we be that results apply outside the experiment.