

Minimal Social Cues in the Dictator Game

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Motivation

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- But there remain many questions about the nature of the relationship between giving and social factors
- Report results of an experiment manipulating an extremely weak social cue in the Dictator Game

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 - Giving behavior increases when Dictators have information on their counterpart – charity (Eckel & Grossman, 1996), personalized knowledge of a victim with a similar misfortune (Small & Simonsohn, 2005), family name (Charness & Gneezy, 2005), photo (Bohnet & Frey, 1999; Burnham, 2003)

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 - Giving behavior increases in presence of “stylized eye spots” (Haley & Fessler, 2005)

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Previous work has focused on relatively strong cues:

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H&F's "eye spots" are weaker but not all that weak:

- It's a very expressive face
- Looks pretty mean – cartoonish scowling eyebrows
- No visual stimuli for control – no face, no nothing

How Weak Can Social Cues Be?

Can a very weak social cue increase giving in DG?

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Face represents a **social cue**

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If this moves behavior – esp. under d-b – then that is a strong result

Face

Subjects have a simple geometric configuration consisting of three black dots – 2 above & 1 below – on their decision sheets

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Control

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Procedures

- UM undergraduates recruited for one hour experiment
- Each received \$5 for showing up on time
- Generic instructions were read aloud to all participants (same room)
- Assigned role of Dictator/Recipient randomly via a bingo ball draw
- Seated in separate rooms while Dictators made decision
- Dictators decide how much of \$10 each person in the pair is to receive
- Double-blind using randomly assigned codes
- All subjects completed demographic & procedural questionnaire
- Dictators filled out a picture-completion task

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$N_{\text{Control}} = 44$; $N_{\text{Face}} = 48$

Average Transfer

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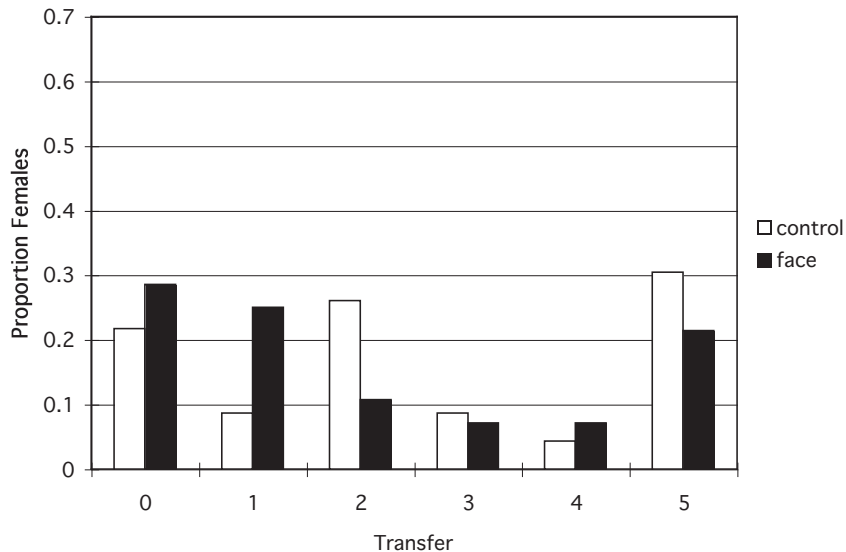
Sending \$1 or more

- 59% in **Control** and 73% in **Face** ($p = 0.2493$)

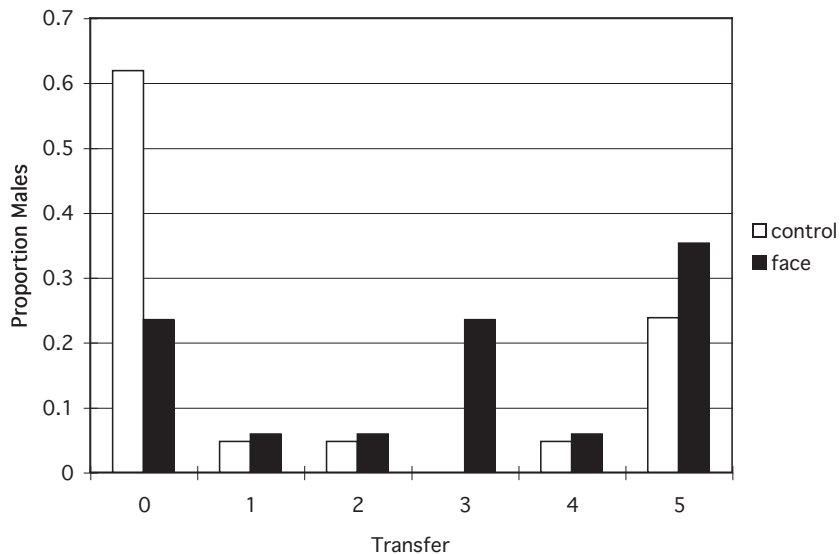
Descriptive Statistics by Gender

| Treatment _{gender} | N | Avg. Transfer (\$) | \$1 or more (%) |
|-----------------------------|----|--------------------|-----------------|
| Control _♀ | 23 | 2.56 (1.95) | 78.26 |
| Face _♀ | 28 | 2.04 (1.95) | 71.43 |
| Control _♂ | 21 | 1.52 (2.21) | 38.10 |
| Face _♂ | 20 | 2.88 (2.03) | 76.47 |

Distribution of Transfers by Female Dictators



Distribution of Transfers by Male Dictators



Logit Analysis – Gender Influences on Transfers in Control

$$DONATE_i = \alpha + \beta \times GENDER_i$$

$$DONATE_i = \begin{cases} 1 & \text{if } TRANSFER_i > \$0 \\ 0 & \text{otherwise} \end{cases}$$

$$GENDER_i = \begin{cases} 1 & \text{if } i \text{ is Female} \\ 0 & \text{otherwise} \end{cases}$$

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In **Control** Females are 5.85 times more likely than males to give \$1 or more ($p < 0.05$). This result is consistent with the gender differences Eckel & Grossman (1998) and Andreoni & Vesterlund (2001) report in a d-b baseline.

Logit Analysis – Gender Influences on Transfers in Face

$$AMOUNT_i = \alpha + \beta \times GENDER_i$$

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In **Face** males are 3.33 times more likely than females to out-give the average ($p < 0.05$)

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- In **Control** females transfer at higher rates than males (but not fair division on average)
- Males – but not females – are sensitive to the subtle social cue manipulation in **Face**

Future Work

- Environment with earned-property right
- Cross-cultural comparison – Japanese study underway
- Responder behavior in Ultimatum Game
- Effect on ex-post punishment in games?