### Survey-based vs. Incentivized Experimental Measures

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October 2015

### Overview

- Advantages and Disadvantages
  - Controlling the Environment
  - Feasibility
  - "Faking"
  - Availability
- Experimental Validation of Survey Methods
  - Falk et al. (2014)
  - Other Examples

- Incentivized Experimental Measures:
  - observe choices in controlled environment
- Surveys:
  - we do not know how subjects interpret the questions
  - we do not have information on the environment subjects face/how they perceive their environment
  - we do not know what reference points/norms subjects use

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#### Examples:

- How willing are you to take risks in the context of car driving? (GSOEP, Dohmen et al., 2011)
- ► I see myself as someone who is curious about many different things. (Big 5, Openness to Experience, John and Srivastava, 1999)
- ▶ I have been obsessed with a certain idea or project for a short time but later lost interest. (Short Grit Scale, Duckworth and Quinn, 2009)

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  - can be moody (neuroticism)
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- Risk preferences:
  - ▶ Lottery choice tasks, Devil's Task, Balloon Analogue Risk Task
  - 'How willing are you to take risks in general on a scale from 1 to 10?' (GSOEP)
- Reciprocity:
  - Ultimatum game, Gift exchange game
  - ▶ 'If someone does me a favor, I am prepared to return it.' (GSOEP)
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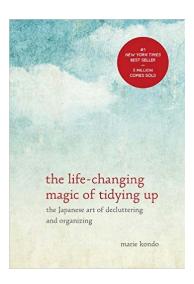
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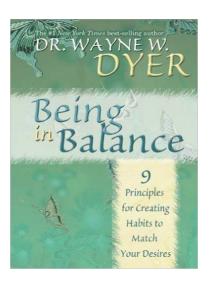
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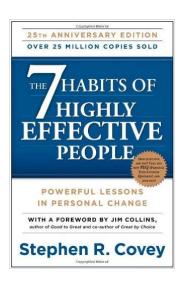
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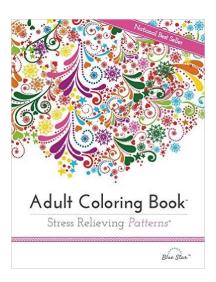
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- Importance of beliefs for skill accumulation:
  - beliefs about productivity of effort/investments
  - beliefs about malleability of skills
  - beliefs about malleability of personality
- Can beliefs be seen as a 'skill'?
- Use of hypothetical scenarios to elicit beliefs









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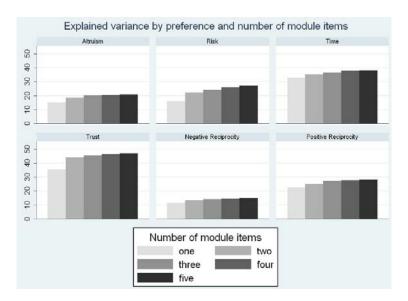
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- experiments and surveys conducted one week apart (desire to be consistent)
- order reversed for half the subjects
- questions that best predict behavior in experiments
  - quantitative question: hypothetical version of experiment
  - qualitative question: subjective assessment of general orientation
- explained variance
  - ▶ test-retest: *R*<sup>2</sup> of 0.33-0.66
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#### Avenues for Research

- design incentivized experimental measures of non-cognitive skills
- develop experimentally-validated surveys
- gain better understanding of how survey-based measures and experimental measures correlate
  - for people with different characteristics
  - for people in different cultures
- gain better understanding of which measure is measuring what and how to decide between which measure(s) we want to use

Thank you!