

# The Cognitive Costs of Unravelling under Monitoring and Lenience

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**H1:** costly lying



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  - To what degree are monitoring mechanisms effective?
  - Do receivers experience a cognitive moral hazard with monitoring?
  - How do effects of costly lying and lenience vary with the plausibility of lying by senders?

# Game Description

## ① Non-unraveling Model with Monitoring:

- $u_S = \begin{cases} a_R & \text{if not lying} \\ \delta a_R & \text{if lying} \end{cases}$
- $u_R = -(a_R - \omega)^2$



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- $a_S = \begin{cases} \text{Messages } \{\omega, \emptyset\} & \text{with probability } \gamma \\ \text{Message } \{\emptyset\} & \text{with probability } 1 - \gamma \end{cases}$
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- $a_S = \begin{cases} \text{Reports} & \text{if has information and } \omega > \bar{\omega} \\ \text{Does not Report} & \text{if does not have information or if } \omega \leq \bar{\omega} \end{cases}$
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- $\bar{\omega} = \frac{\sqrt{(1-\gamma)(1-(1-\delta)^2\gamma)} - (1-\gamma)}{(2-\delta)\gamma}$

# Experiment Design

- Factorial Design:  $2 \times 3$

T	Treatment Arm	$\gamma = 0$	$\gamma = 0.2$
$T = 0$	No Monitoring ( $\delta = 1$ )	G1	G2
$T = 1$	Monitoring (Only Sender Knows $\delta = 0.75$ )	G3	G4
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- **Six super-games:**

- $\{G1, G2, G3, G4, G5, \text{ and } G6\}$
- Participants assigned as either information sender or information receiver
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- No feedback about other players' gain (to prevent social considerations)



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- Costly monitoring: (**H1A:**  $\beta_1 > 0$ ) & (**H1B:**  $\theta_1 > 0$ ) where  $T_i \in \{0, 1\}$

$$\mathbf{I}[a_{i,S} = \omega] = c_1 + \beta_1 \mathbf{I}[T_i = 1] + \theta_1 \mathbf{I}[\gamma_i = 0.2] + \nu_1 \mathbf{I}[T_i = 1] \mathbf{I}[\gamma_i = 0.2] + \epsilon_{i,S}$$

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- Lenience: (**H2A:**  $\beta_2 > 0$ ) & (**H2B:**  $\theta_2 > 0$ ) where  $T_i \in \{1, 2\}$

$$a_{i,R} = c_2 + \beta_2 \mathbb{I}[T_i = 2] + \theta_2 \mathbb{I}[\gamma_i = 0.2] + \nu_2 \mathbb{I}[T_i = 2] \mathbb{I}[\gamma_i = 0.2] + \epsilon_{i,R}$$

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- Composite Effect: (**H3A:**  $\beta_3 < \beta_1$ ) & (**H3B:**  $\theta_3 > 0$ ) where  $T_i \in \{0, 2\}$

$$\mathbb{I}[a_{i,S} = \omega] = c_3 + \beta_3 \mathbb{I}[T_i = 2] + \theta_3 \mathbb{I}[\gamma_i = 0.2] + \nu_3 \mathbb{I}[T_i = 2] \mathbb{I}[\gamma_i = 0.2] + \epsilon_{i,S}$$

# Questions

- Expectations about the interaction terms?
- Any creative way to use the elicited beliefs?
- Can we use a rational inattention or similar setup to estimate receivers' behavior?