

# Electoral Risk and Vote Buying, Introducing Prospect Theory to the Experimental Study of Clientelism

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**Vote buying:** distribution of private rewards to individuals during elections in exchange for electoral support (Nichter, 2014).



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  - ? Why targeting core voters isn't a **waste**?
  - ? Past losses completely overlooked ("sunk cost **fallacy**").

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- **Motivate the problem:** vote buying literature is mostly based on the Expected Utility Theory (EUT) (von Neumann and Morgenstern).

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- **Propose** to re-think about how parties make decisions under risk (Prospect Theory).
- **Empirics:** we designed an economic lab experiment of vote buying.
- **Results:** Prospect Theory explains better parties' decision-making process in risky contexts.

# Argument

Vote-buying will be higher when parties...

- Risk-aversion in the domain of **gains**:
  - ✓ Are **wining** the election.
  - ✓ Deal with **core voters**.
- Risk-seeking in the domain of **losses**.
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Overlooking "sunk costs."
- These assumptions lead to several inconsistencies.
  1. The conflicting mechanics of **clientelist targeting**.
  2. The unclear role of **political contestation** on vote buying.

## Not Clear Who Clientelist Parties Target

- Since constituencies are well known to clientelist parties, they target **core voters**.

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- All in all, the literature—*unfortunately*—does *not* provide a straight answer.

Carlin and Moseley (2015).



# Not Clear The Role of Political Contestation on Vote Buying

- The more contested an election, the more risks of losing that election, the more vote buying.

Scott (1972), Shefter (1977), Diaz-Cayeros (2008), Corstange (2018).

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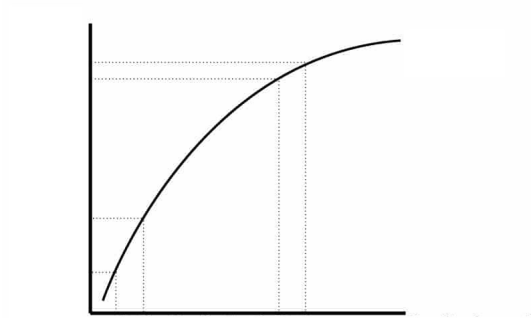
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# Wrong Understanding of Decision-Making Process under Risk

## Change from EUT:

- Losses and gains affect in a **comparable** way.
- Parties focus only on **absolute** levels of utilities.



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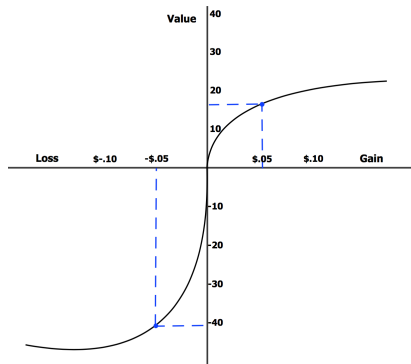
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## To Prospect Theory:

Kahneman and Tversky (1979)

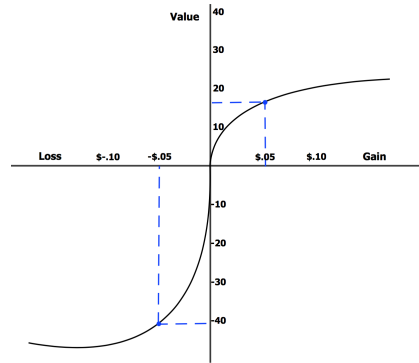
1. Reference dependence.
2. Value function.



# Prospect Theory

## 1. Reference dependence. Elements that influence decisions:

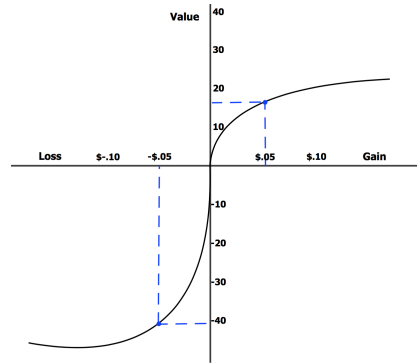
- ✓ *context* in which the decision-making processes take place.
- ✓ *changes of wealth*, rather than *final* asset positions.



# Prospect Theory

2. **Value function.** The asymmetrical curvature of the value function influences decisions.

- ✓ Individuals are **risk-averse** in the domain of **gains**.
- ✓ Individuals are **risk-acceptant** in the domain of **losses**.



# Prospect Theory: Implications for Vote Buying

1. Parties will feel huge aversion to lose what they “own.”
  - ✓ Are probable winners.
  - ✓ When dealing with own supporters.

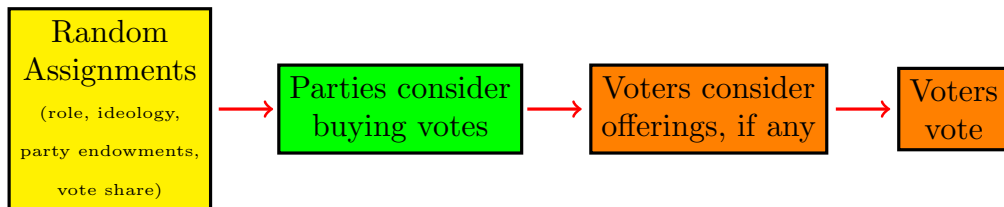


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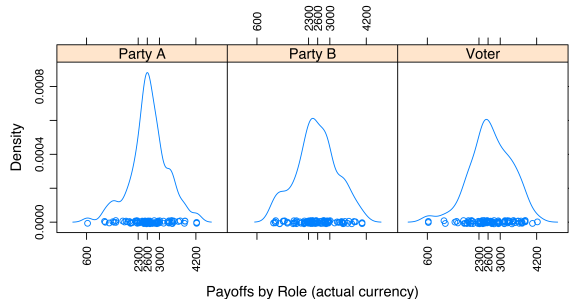
1. Parties will feel huge aversion to lose what they “own.”
  - ✓ Are probable winners.
  - ✓ When dealing with own supporters.
2. Past losses alter the reference point.
  - ✓ Sunk costs are high.

- Designed an experiment in 0-tree (Z-tree). Fischbacher (2007).
- All participants were required to successfully complete two **practice rounds**.
- Every game was played between **three people**: two parties and one voter.
- All transactions were performed exchanging **experimental “points.”** 1 point = \$0.42.
- 102 subjects were recruited.
- Each subject played the game three times ( $N = 306$ ).
- We follow a between-subjects experimental design.

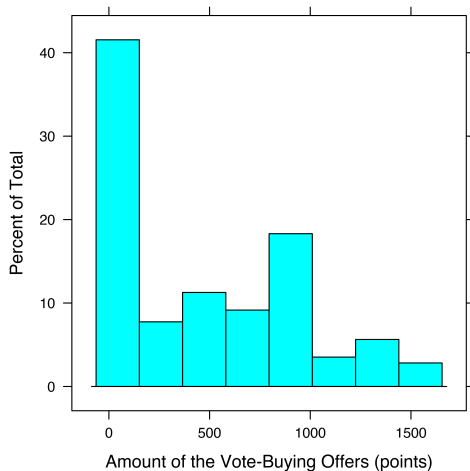
1. **Role:** *party A, party B* or *voter*.
  2. **Voters:** “**ideological position**” (points depending on whether party A or B wins the election). Points reflect “spatial” distance between the voter and both parties (continuum 1–100).
  3. **Parties:** **endowments** (points to buy votes, if any).  
But both parties receive the same endowment in the same game.
  4. **Parties:** **vote shares** (number of votes each party *will* receive, excluding the “voter” participant).
- ✓ Every randomization was common knowledge.



- **Parties:** payoffs depend on whether they are elected. If they spend points buying votes, that amount is discounted.
- **Voters:** payoffs depend on whether their party is elected, and on whether they sell their vote.



- Parties want to avoid **loses**, not maximize wins. *"Hold on to what they own."*
  - Wining** the election.
  - From **core** supporters.
  - When **sunk costs** are high.



$$\begin{aligned}\text{Offer}_i = & \beta_0 + \\ & \beta_1 \text{Vote Share}_i + \\ & \beta_2 \Delta \text{Points Accumulated}_i + \\ & \beta_3 \text{Spatial Distance}_i + \\ & \beta_4 \text{Party Budget}_i + \\ & \beta_5 \text{Pivotal Voter}_i + \\ & \alpha_n + \epsilon_i\end{aligned}$$

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- Dependent variable described.



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- Number of certain votes each party.

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- Change in points respect to  $t - 1$  (prior round).

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- Distance between the party and the voter (points).

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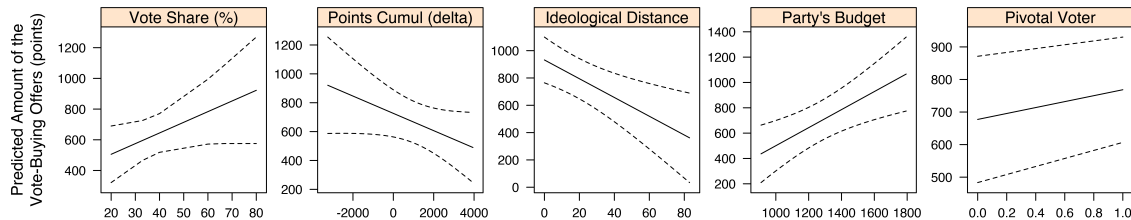
- Party's budget (points).

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- Voter is pivotal.

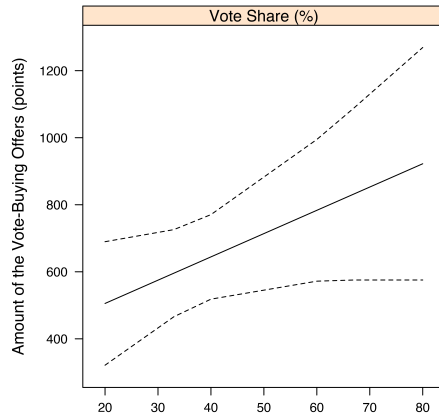
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- Participant fixed effects.



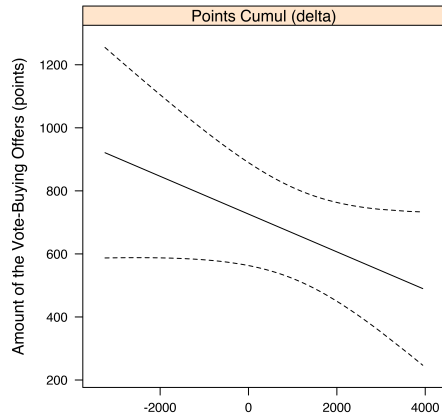
Overall, results conform with Prospect Theory.

- Due to **loss aversion**, parties buy more votes when they're **winning**—*not* losing—the election.

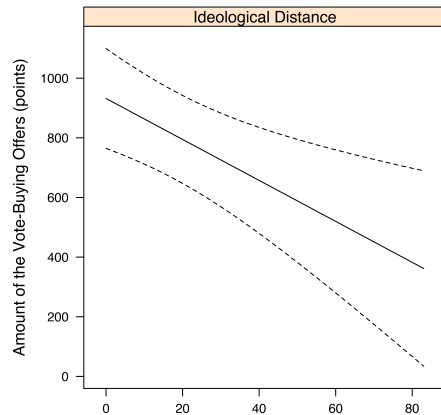




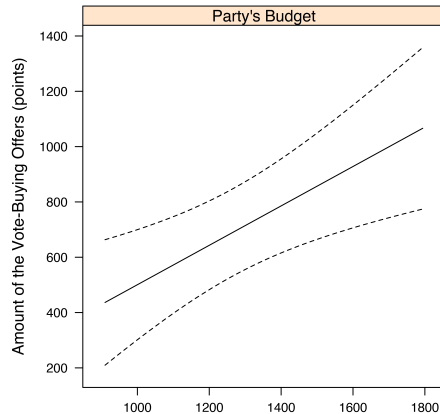
- Unlike EUT, parties *do* consider sunk costs, and **buy more votes to compensate for past losses.**



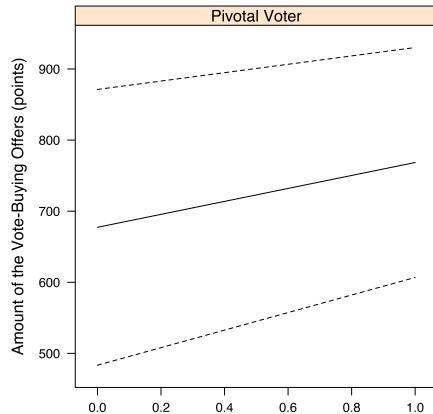
- Parties buy votes—at higher, *not* lower prices—from **core voters**.



- Larger party budgets lead to more on vote buying.



- Pivotal voters *don't* cost more (against most of spatial theories of voting).



## Main Takeaway

- Parties don't see vote buying in the typical “**insurance**” sense:
  1. Parties buy votes when they're **winning** the election,
  2. ... and from **core voters**.
- ✓ Decision-makers are more concerned with **preventing** a decline than **increasing** gains.

- This paper identified **three main gaps** in the literature:
  1. The mechanics of **clientelist targeting**.
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  3. The literature has overlooked the role of **sunk costs**.
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- To test this theory we designed an economic experiment of vote buying.
- PT explained better the gaps in the literature.

# Thank you



- Abstract available: [www.HectorBahamonde.com](http://www.HectorBahamonde.com).
- All feedback is welcomed!

Role	Variable	N	Min.	Max.	Median	Interquartile Range	Mean	Std. Dev.	Std. Error	Conf. Int.
Party A	Feel close to a political party	66	0	1	0	1	0	0	0	0
Party B	Feel close to a political party	66	0	1	0	0	0	0	0	0
Voter	Feel close to a political party	68	0	1	0	0	0	0	0	0
Party A	Left - Right	66	1	10	3	4	4	2	0	1
Party B	Left - Right	66	1	10	4	3	4	2	0	1
Voter	Left - Right	68	1	10	3	3	4	2	0	1
Party A	Male	66	0	1	0	1	0	0	0	0
Party B	Male	66	0	1	0	1	0	0	0	0
Voter	Male	68	0	1	0	1	0	0	0	0
Party A	Party identification	66	2	9	9	0	8	2	0	0
Party B	Party identification	66	1	9	9	0	9	1	0	0
Voter	Party identification	68	1	9	9	0	8	2	0	0
Party A	Payoff	73	633	4224	2630	674	2621	670	78	156
Party B	Payoff	72	1148	4062	2592	710	2607	665	78	156
Voter	Payoff	75	633	4224	2674	836	2664	697	80	160
Party A	Salary is enough	66	1	4	2	0	2	1	0	0
Party B	Salary is enough	66	1	4	2	1	2	1	0	0
Voter	Salary is enough	68	1	3	2	0	2	1	0	0
Party A	Vote in the next election	66	0	1	1	0	1	0	0	0
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Voter	Vote in the next election	68	0	1	1	0	1	0	0	0
Party A	Voted in the last election	66	0	1	1	0	1	0	0	0
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Voter	Voted in the last election	68	0	1	1	0	1	0	0	0

Table: Summary Statistics.

	OLS
	Amount of the Vote-Buying Offers
Intercept	−380.54 (568.66)
Vote Share (%)	6.95 (5.55)
Points Accumulated (delta)	−0.06 (0.05)
Ideological Distance	−6.87* (3.26)
Party Budget	0.71* (0.34)
Pivotal Voter	91.16 (124.46)
R <sup>2</sup>	0.66
Num. obs.	142

\*\*\*  $p < 0.001$ ; \*\*  $p < 0.01$ ; \*  $p < 0.05$ .

Robust standard errors in parentheses.

Fixed effects parameteres omitted in table.