The effect of outcome delivery presentation on loss aversion in risky decisions

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1. Introduction

How is loss aversion altered in people with gambling problems? Prior literature presents contradictory findings. By one account, problem gamblers may be *less* averse to losses, since gambling inherently entails accepting risky gambles with potential losses (Gelskov *et al.*, 2016; Lorains *et al.*, 2014). However, Giorgetta *et al.* (2014) also found that problem gamblers were *more* loss averse, which may contribute to loss chasing behaviour. In these prior studies, the tasks have varied in whether trial-by-trial outcomes were presented after each choice. The present study tested whether the presence of such feedback influences loss aversion scores in healthy volunteers, as a precursor to planned future studies using this procedure in regular and problem gamblers.

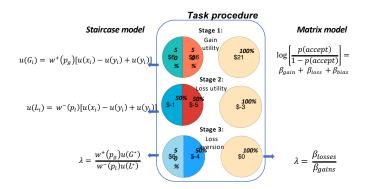
2. Measurement Method

Staircase Method (Abdellaoui et al., 2013)

- Measurement of loss aversion (lambda, λ) requires estimating utility functions for gains and losses. λ = 1 would indicate that gains and losses generate the same utility, and loss aversion is indicated by λ > 1.
- Individuals are asked to choose between two risky gambles, and one
 option was adjusted over successive trials to identify each participant's
 indifference point, at which individuals value the two alternatives equally.

Matrix Method (Walasek & Stewart, 2015)

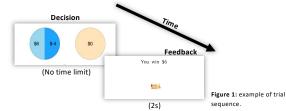
 Individuals are asked to choose between mixed gambles, which were uniquely and randomly sampled from a gain/loss matrix. The method captures a tendency to accept independently of potential gain and loss.



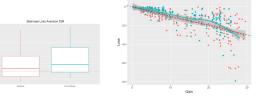
3. Experiment Design

85 undergraduate volunteers were asked to make a series of monetary risky decisions, between a pair of 50-50 gamble options. They were randomly assigned to two conditions:

- Feedback condition: appetitive (cheer) or aversive (boo) auditory and visual sensory feedback was presented on each trial. The sensory feedback was proportionate to the size of the gain or loss.
- No-feedback condition: the outcome of each gamble was not revealed, and a blank screen was presented for an equivalent interval.



4. Results



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Figure 2: interquartile range of loss aversion scores in the staircase and the matrix method.

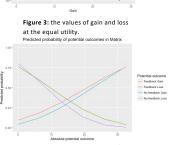


Figure 4: the predicted probabilities of gamble acceptance by the values of gain and loss independently.

Staircase Method

- Relative to the loss-neutral value of 1, reliable loss aversion ($\lambda > 1$) was observed in the nofeedback condition (z = 2.608, p = .009), but only marginally in the feedback condition (z = 1.920, p = .055).
- Loss aversion scores did not differ significantly between the no-feedback condition (median λ = 1.46) and the feedback condition (median λ = 1.17), U = 789, p = .636, r = .051.

Matrix Method

- The median loss aversion scores were significantly higher than 1 in both no-feedback (median $\lambda = 1.44$, z = 4.575, p < .001) and feedback conditions (median $\lambda = 1.31$, z = 3.155, p = .002), and did not differ significantly, U = 659, p = .239, r = .128.
- Loss aversion scores in the staircase and matrix procedures were not reliably correlated with one another (r = -.017 p = .885).

5. Conclusions & Future Analysis plan

Loss aversion was reliably observed using the matrix procedure and was also robust with the staircase procedure in the
no-feedback condition. Loss aversion scores did not vary significantly with the presence or absence of trial-by-trial
feedback using either method. Surprisingly, the scores from the matrix and staircase methods were not correlated. This
may due to different assumptions: the staircase method assumes a non-linear utility function and probability weighting,
whereas the matrix method assumes a linear utility and no probability weighting. We are investigating correlations with
self-reported risk attitudes to adjudicate whether one method is superior. Future studies will also aim to characterize
loss aversion in people with qambling problems.

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