

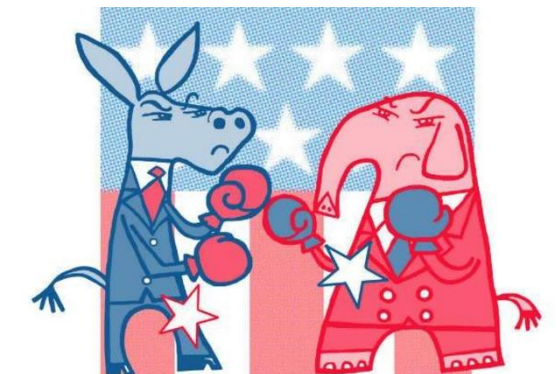
Social Identity and Group Contests

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What are we doing?

- Applications for group contests range from warfare, to research and from political campaigns, to rent-seeking activities.
 - Examples: racial conflict, conflict relating to language, religion or culture, political competition, collective rent-seeking...
- Group identity as one of the major components in initiating and escalating conflict.
 - We study the effect of the salience of types of identities and its interaction with group size on group conflict.



Why are we doing it?

Identity among the main ingredients of the cause for conflict.

- Theory: Salience of Identity can cause conflict (Sen, 2007).
- Experiment: Revealing racial composition increases contest effort (Chowdhury et al., 2006).



Gender as Identity

- Gender as one of the groups through which we define ourselves in daily life (Sen 2007).
- Gender identity categorisation avoids problem of identification.



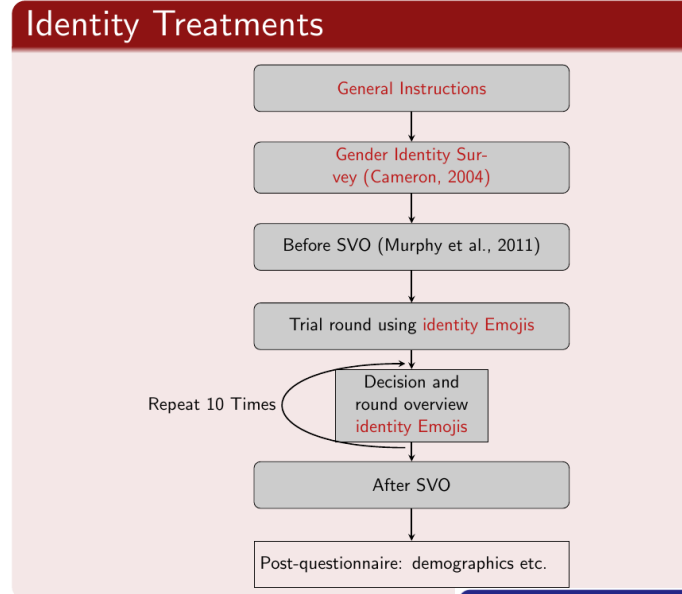
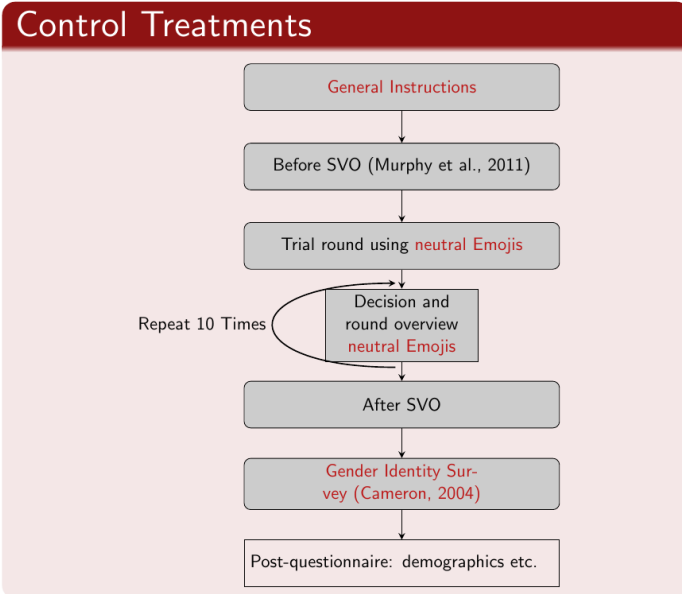
Competitive Environments

- In experiments: Female participants usually contribute more to the contest (Price and Sheremeta, 2015; Chowdhury et al., 2016; Heine and Sefton, 2018;...).
- Other Situations: Males more aggressive and competitive when conflict is physical and can sustain physical harm (Hyde, 2005).

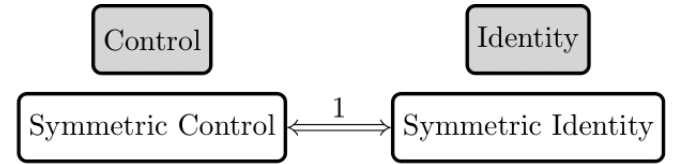


How are we doing it?

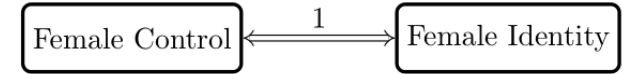
Repeated play in partner matching



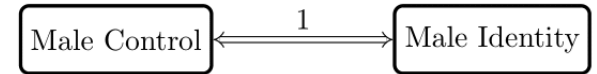
Symmetric
 $F = 3$ vs. $M = 3$



Asymmetric Female
 $F = 5$ vs. $M = 3$

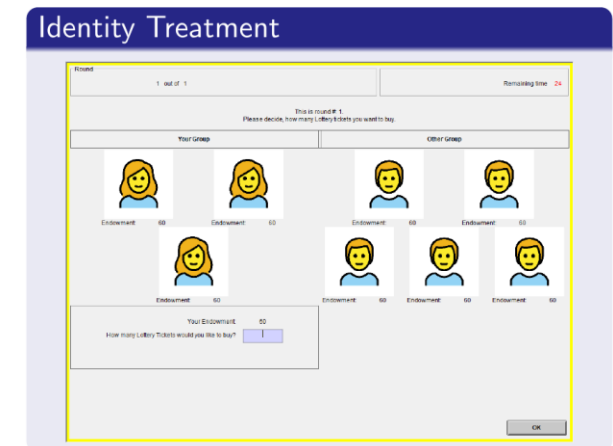
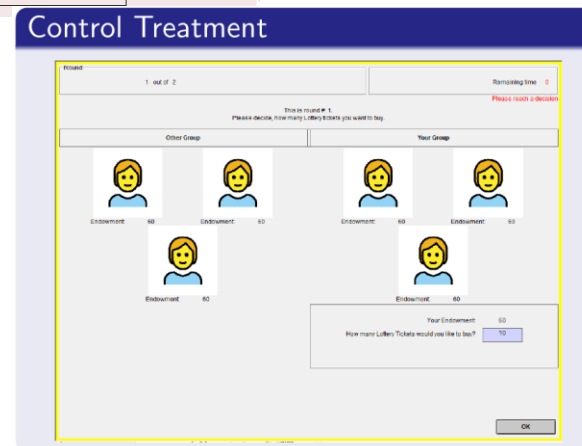


Asymmetric Male
 $F = 3$ vs. $M = 5$

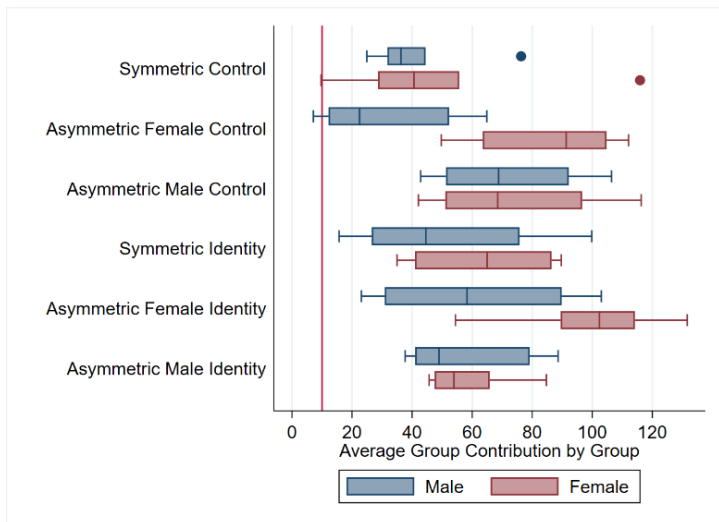


3 × 2 design to investigate how (salience of) identity and asymmetry affect conflict levels

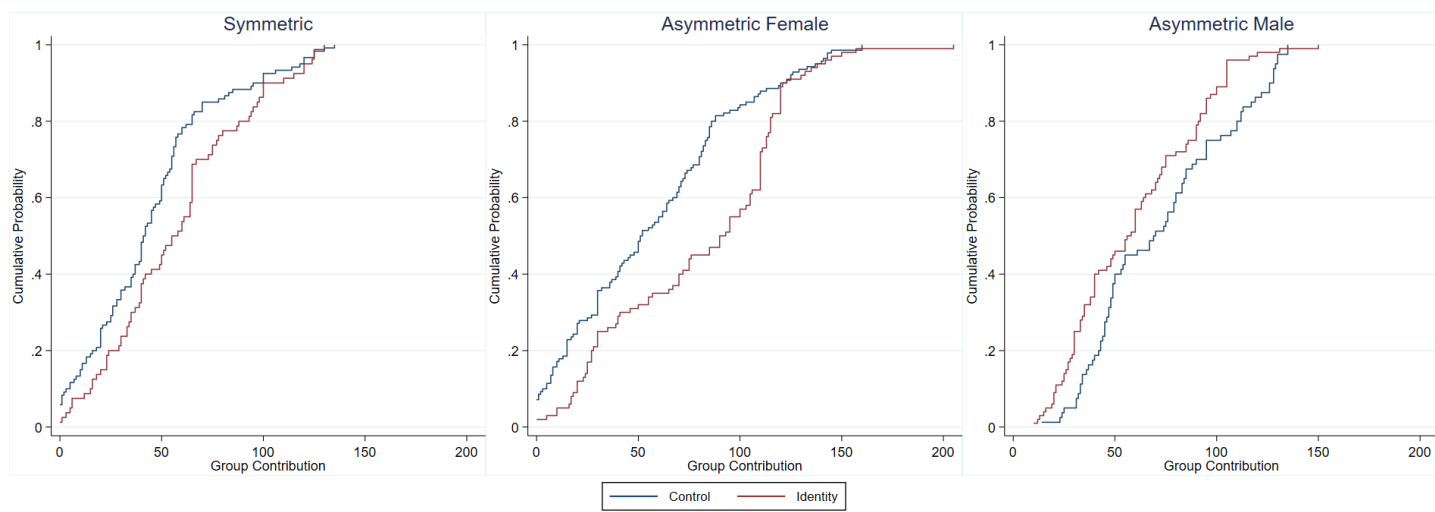
- Groups of three or five
- Individual per-period endowment of $T = 60$ pts.
 - Individual prize if winning: 40 points.



What do we find?



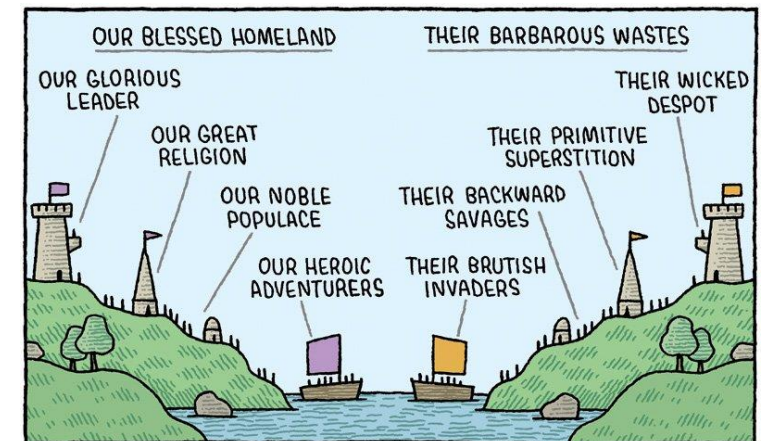
- Group contribution in all treatments significantly exceeds equilibrium prediction.
- Female participants contribute more to the contest when in a large group.
 - This is true whether or not the gender identity is revealed.



- Contribution is distributed over a wide effort range.
- Identity seems to mostly stochastically dominate Control.
 - Except for the Asymmetric Male Treatments.

Why are the results important?

- Female participants seem to invest more resources for the group.
 - First study to systematically investigate gender effect in contest game.
 - Effect especially pronounced when female participants are in dominant group.
- Social Identity does not seem to influence contest spending.
 - Contradicting earlier findings from very similar experiment designs (i.e., Chowdhury et al., 2006).
- No presence of group size paradox.
 - Earlier studies often employ one steady group prize.
 - By contrast, our design leaves the equilibrium prediction unchanged.



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