# **NBER Behavioral Public Economics Boot Camp**

Hunt Allcott, B. Douglas Bernheim, and Dmitry Taubinsky May 5, 2022

# Reminder: please always wear your masks!

**Motivating questions** 

## Should states run lotteries?



#### Should states run lotteries?

[A lottery] preys upon the hard earnings of the poor; it plunders the ignorant and simple.

-U.S. Supreme Court, in Phalen v. Virginia (1850)

#### Should states run lotteries?

[A lottery] preys upon the hard earnings of the poor; it plunders the ignorant and simple.

-U.S. Supreme Court, in Phalen v. Virginia (1850)

In our stressful world, the ability to dream is well worth the price of a lottery ticket ... The lottery is simply a form of entertainment that happens to benefit your state.

-National Association of State and Provincial Lotteries (2021)

# Should we "nudge" people to change behavior?





WARNING: Cigarettes cause cancer.

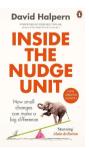






Richard H. Thaler





## Should we "nudge" people to change behavior?

The changes in behavior produced by nudges tend be quite cost effective relative to those produced by traditional policy tools -- so there is a big opportunity to use nudging more widely in government in conjunction with traditional policy tools.

-Katy Milkman, Wharton professor

## Should we "nudge" people to change behavior?

The changes in behavior produced by nudges tend be quite cost effective relative to those produced by traditional policy tools -- so there is a big opportunity to use nudging more widely in government in conjunction with traditional policy tools.

-Katy Milkman, Wharton professor

While sin taxes produce revenues for the government from those whose behavior is unchanged, soft paternalism creates pure utility losses with no offsetting transfer to the government.

-Ed Glaeser (2006)

#### How should we regulate addictive goods?

Ehr New York Eimes
San Francisco Bans Sale of
Juul and Other E-Cigarettes



#### How should we design health insurance when consumers are confused?



How do we design and evaluate policy when people might not act in their own best interest?

#### Behavioral + public

- Public economics: well-oiled machinery for welfare analysis when people optimize
- Behavioral economics: people might not always optimize
- **Behavioral public** economics: theory and empirical tools to design and evaluate policy with possible behavioral bias

Camp agenda

# Day 1: foundations

9:00–9:30 9:30–10:00	Welcome and overview (Allcott, Bernheim, Taubinsky) Speed meetings
10:00-11:00	Behavioral welfare analysis (Bernheim)
11:00-11:15	Break
11:15-12:15	Sin taxes and bans I (Allcott)
12:15-1:00	Lunch
1:00-2:00	Sin taxes and bans II (Allcott)
2:00-2:30	Speed meetings
2:30-2:45	Break
2:45-3:45	Non-standard policy instruments I (Taubinsky)
3:45-4:00	Break
4:00-5:00	Non-standard policy instruments II (Bernheim)
5:00-6:30	Break
6:30-7:00	Reception
7:00 (dinner)	A Sociological Perspective on Behavioral Economics (Small)

# Day 2: applications

9:00-10:00	Tax misperceptions (Taubinsky)
10:00-10:15	Break
10:15-11:15	Perceptions of public policy (Stantcheva)
11:15-11:30	Break
11:30-12:30	Insurance (Spinnewijn)
12:30-1:15	Lunch
1:15-2:15	Inequality (Chetty)
2:15-2:30	Break
2:30-3:30	Household finance (Laibson)
3:30-6:30	Student-faculty meetings (Allcott, Ashraf, Bernheim, Grubb, Linos, Spinnewijn, Taut
6:30-7:00	Reception
7:00 (dinner)	Behavioral Economics in Public Organizations (Linos)

# Day 3: applications

9:00-10:00	Behavioral economics of poverty and development (Ashraf)
10:00-10:15	Break
10:15-11:15	Behavioral industrial organization (Grubb)
11:15-2:00	Lunch, research idea discussions, networking

#### **Etiquette**

- Please always wear your masks (NBER policy)
- Strongly suggest keeping computers closed or on airplane mode (digital addiction)
- Intellectual property

#### Speed meetings

- Goal: meet everybody else easily
- 2 minutes per meeting. Each person has 1 minute:
  - Name
  - Research interests
  - Something fun
- 1st bell: 10 seconds to end
- 2nd bell: move immediately

#### **Speed meetings**

- Goal: meet everybody else easily
- 2 minutes per meeting. Each person has 1 minute:
  - Name
  - Research interests
  - Something fun
- 1st bell: 10 seconds to end
- 2nd bell: move immediately

#### Group by last name:

- 9:30-10:00:
  - A-K on left
  - L–Z on right
- 2:00-2:16:
  - A-C, L-R on left
  - D-K, S-Z on right
- 2:16-2:30:
  - Meet anyone you haven't met