

Frustration and Personal Motivation

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- People fail a lot ¹
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Reactions to failures are important

- Grit and success (Duckworth & Quinn, 2009)
- Dynamic choice under risk/uncertainty
- **Important for:** Finance, contract theory, labour economics, political economics etc...

Heterogeneous effects on future investment

(Heath 1995), (Shiev et al. 2006), (Malmendier and Nagel 2011), (Andrade & Iyer 2009), (Augenblick 2016), (Guiso et al. 2018), (Weigel 2018), (Nielsen 2019), (Dalmia & Filiz-Ozbay 2021), (Negrini, Riedl & Wibrat 2022)

Reactions to negative outcomes: not so stylised facts

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Standard economic explanations

△ Belief △ Wealth △ Experience (Learning-by-doing)

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 - Anger (Berkowitz 1989, Aina et al. 2020),
 - Sadness (Crossman et. al 2009),
 - Helplessness (Wortman et al. 1975, Klingler 1975),
 - Guilt and fear (Hareli et al. 2005).

This contribution's approach

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- **Event Based Approach:** I use **frustration** as an umbrella term.

Impact of emotions on utility LR

Failures trigger negative emotions:

- **Frustration creates “*a pang of disutility*”.**

Frustration triggers appraisal tendencies (Lerner 2001):

- **Influences the preference for choices at hand.**

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Emotions are dynamic processes

Two novel principles in economics:

- **Frustration accumulates:** ↑ when new frustrating events, decays with time (Heylen 2015, Wälde 2018).
- **Success brings emotional relief** (Goldberg et al., 1999; Han et al., 2007).

Overview of the presentation

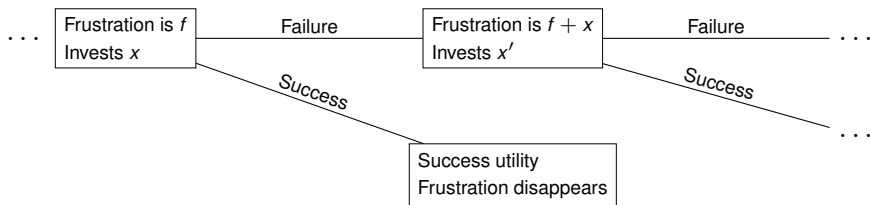
Part 1: Theory

- Quick preview of the theoretical machinery: the case of appraisal tendencies and frustration.

Part 2: Empirics

- Frustration's effect on pitchers in Major League Baseball.

Gist of the framework



Appraisal effects and emotional cost: the model

Agent invests resource x_t in a project at cost $c(x_t)$. Success is given by a Poisson law of mean π . The agent incurs an emotional cost of $v(f)$

Success π

- Success utility $u(x_t, f_t)$.
- Appraisal effect of frustration: $u_{xf} \begin{matrix} \leq \\ > \end{matrix} 0$.
- All future utilities equal 0.

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$$\delta \in (0, 1)$$

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Expected Utility

$$U(x_t, f_t) = \pi \cdot u(x_t, f_t) - v(f_t) - c(x_t)$$

Inter-temporal decision problem

$$V(f_0) = \max_{x_t} \int_0^{\infty} e^{-(\rho+\pi)t} U(x_t, f_t) dt$$
$$\dot{f}_t = x_t - \delta f_t$$

f_0 given

Proposition 1

Proposition

- *An increase in f leads to an increase (decrease) in investment provision x if and only if $\Omega_A^* < (>)0$,*
- *The system exhibits saddle path stability as long as $\Omega_A^* > -\delta(r + \delta)$.*

$$\Omega_A^* = \frac{1}{U_{xx}^*} (U_{ff}^* + (\pi + \rho + 2\delta)U_{xf}^*)$$

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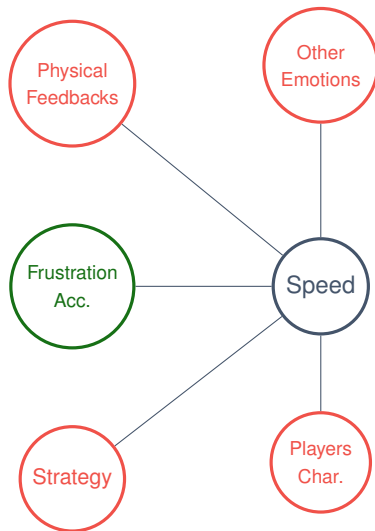
- Major League Baseball pitch-by-pitch data for 2010-2019,
- 2132 pitchers,
- More than 7 200 000 observations (pitches) after cleaning,
- Detailed information about pitcher, batter, game, team, type of pitch, pitch speed, trajectory etc..

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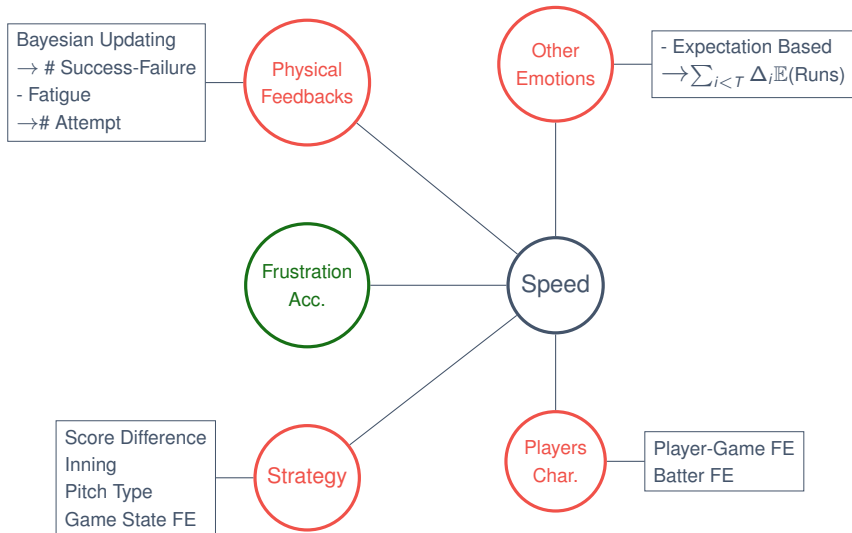
- Pitchers should have an optimal speed for each type of pitch.
- What is the effect of frustration on pitches' speed?

- **Hypothesis 1:** Frustration affects the speed of pitches.
- **Hypothesis 2:** Frustration has a temporal effect

Possible confounders



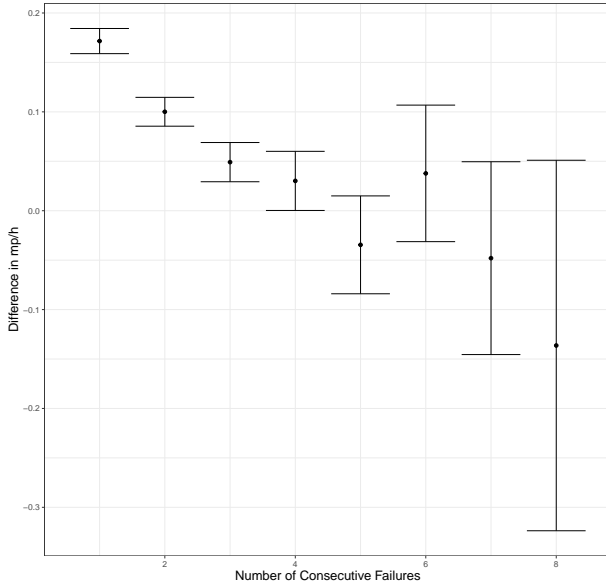
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Definition of Failure & Frustration

- **Failure**: any pitch outcome that increases the expected number of runs (points) the other team can do.
- **Frustration** :
 - increases by the difference in $\mathbb{E}(\text{Runs})$ before and after the pitch **in case of failure**,
 - goes to 0 if no failure during the previous pitch.

Temporal Effect of Frustration



Today

Characterise the trade-off frustration create on investment:

- Emotional cost ↓,
- Appraisal tendencies ↓ / ↑.

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Empirics with Major League Baseball Data:

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Empirics with Major League Baseball Data:

- Show frustration increases the speed of pitches,
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Any remarks or papers to read: clstr@protonmail.com.

Appendix: Effect of speed on success probability

Release Speed	$1.87 \cdot 10^{-3***}$ ($3.00 \cdot 10^{-4}$)	$1.87 \cdot 10^{-3***}$ ($1.07 \cdot 10^{-4}$)
\sum Failures	$1.87 \cdot 10^{-2***}$ ($5.84 \cdot 10^{-4}$)	$1.87 \cdot 10^{-2***}$ ($1.90 \cdot 10^{-4}$)
\sum Successes	$-1.74 \cdot 10^{-2***}$ ($5.14 \cdot 10^{-4}$)	$-1.74 \cdot 10^{-2***}$ ($1.70 \cdot 10^{-4}$)
Attempt	$6.35 \cdot 10^{-3***}$ ($8.69 \cdot 10^{-5}$)	$6.35 \cdot 10^{-3***}$ ($5.67 \cdot 10^{-5}$)
Δ Exp.	$-1.23 \cdot 10^{-2***}$ ($6.95 \cdot 10^{-4}$)	$-1.23 \cdot 10^{-2***}$ ($5.70 \cdot 10^{-4}$)
Δ Score	$-4.25 \cdot 10^{-3***}$ ($2.46 \cdot 10^{-4}$)	$-4.25 \cdot 10^{-3***}$ ($2.38 \cdot 10^{-4}$)
Cluster	Pitcher level	Game level
Num. obs.	7230669	7230669
Adj. R ²	0.03	0.03
Pitcher Type FE	×	×
Game State	×	×
Player × Game FE	×	×
Batter FE	×	×
Inning FE	×	×

- More than 50 % of European businesses failed before their fifth birthday (Eurostat 2012).
- Product market failure: 35-45% (Boulding 1997).
- QJE acceptance rate: 3% (DellaVigna and Card 2013)

[Back](#)

Emotion

- **What might be:** Regret (Loomes et al. 1982), Disappointment (Gul 1991), Anxiety (Caplin et al. 2001), Craving (Laibson 2001), Reference Dependent loss aversion (Kőszegi & Rabin, 2009).
- **What is:** Stress (Wälde 2018)

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Building blocks of the model

- Visceral factors (Loewenstein 1996)

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Building blocks of the model

- Visceral factors (Loewenstein 1996)
- Frustration, aggression and anger: (Battigalli, Dufwenberg & Smith, 2019)