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Will P2P insurance replace traditional insurance ? An (in-the-lab) experimental study

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About the speaker



Charles Davenne

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- Funded by Yakman (CIFRE) (supervisor : Christophe Neves)



EconomiX / Yakman

- EconomiX : Economics research laboratory of Paris Nanterre
- Yakman : Start up specialized in P2P insurance

Plan

- Introduction
- Experimental design
- Results
- Conclusion

Introduction

What about *P2P* and insurance ?

- A commercial deadlock...
 - Commercial failures of most P2P model (B2C)
- ...which has not yet said its last word :
 - Alibaba reinvents healthcare thanks to a P2P model (2019)
 - Real commercial success / Over 100 millions users.
- Pool consumers contributions without insurance carrier to reach self-insurance keeps showing its potential.
- Can consumers trust P2P model for damage coverage ?
- Experiment based on Yakman : new B2B2C approach of P2P insurance.

Introduction

P2P model : main characteristics (Yakman)

- Coverage model based on common pot principle:
 - Contributions stored in a common pot.
 - Lump sum compensation payed in less than 72 hours
 - Remaining funds are redistributed when coverage ends
 - Claims management is provided by users
- Main advantages :
 - Agile response to new consumer's needs (*time-to-market*)
 - Reduction of go-to-market costs and claims management costs
 - Transparent financial flow for the consumer
- Main limitation :
 - Limited financial capacity : risk of non-compensation if claims exceeds funds available in the common pot.

Introduction

Motivations

- Through an experimental setting, we sought to answer the following questions :
 - Are there individual or risk characteristics that explain common pot choice ?
 - Social preferences / Risk aversion
 - Value of the good / Probability of loss
 - What is the best way to deal with the risk of non-compensation ?
 - Test of an informational nudge
 - Is group identification essential for the common pot to be chosen ?
 - Adding a group effect

Introduction

Methodology

- Predictions from :
 - Theoretical model (insurance microeconomics) :
 - Modelling insurance and common pot demand
 - Related literature
 - Nudging, group effect and social preferences

- Testing predictions in an experimental setting :
 - Incentivized games (Main task and control tasks)
 - Main task : participants exposed to damage risks with possibility to choose between different types of coverage (insurance, common pot) or no coverage

Introduction

Theoretical model

- Standard vNM Expected utility model :
 - Insurance demand modelization
 - Common pot demand modelization
 - Optimum comparison (*simulation*)
- Predictions :
 - Risk characteristics should not affect the probability to prefer common pot to insurance.
 - Common pot should be preferred by low risk adverse profiles while insurance should be preferred by high risk adverse profiles.

Introduction

Related literature

- Social preferences : *Charness, Rabin (2002)*
- Nudge experimentation : *Banerjee et al. (2014)*
- Group identification and pro-social behavior : *Baldassarri D, Grossman G (2013)*
- Predictions :
 - Individuals with pro-social preferences should prioritize common pot coverage
 - Giving to participants a statistic for the risk of non-compensation should reduce disutility associated to this parameter
 - Introducing a group effect should increase the probability for the common pot to be chosen

Introduction

Hypotheses to be tested

The probability to choose common pot rather than insurance :

- H1 : increases with social preferences – *related literature*
- H2 : increases when nudge is implemented – *related literature*
- H3 : increases more when group effect is added – *related literature*
- H4 : decreases with risk aversion – *theoretical model*
- H5 : is independent of risk characteristics (value of the good and probability of loss) – *theoretical model*

Experimental design

Main task

- Participants are exposed to 4 loss scenarios (2x2) :
 - Value of insured good : 500 E.C.U / 1500 E.C.U
 - Probability of loss : 5% / 15%
- For each scenario participants can either choose to :
 - Not cover
 - Cover with a traditional insurance
 - Cover with a common pot

■ 2 treatments :

	Control	Treatment 1	Treatment 2
Statistic about the risk of non compensation with the common pot	NO	YES	YES
Group effect	NO	NO	YES

Experimental design

Main task (control)





Situation	1
Value of the good :	750 E.C.U
Probability of loss :	10 chances out of 100

Options	No coverage	Insurance	Common pot
Premium :	0	75 E.C.U	75 E.C.U
Compensation :		525 E.C.U	525 E.C.U
Risk of non-compensation:		0%	No compensation if the common pot is empty
Expected redistribution :		0 E.C.U	19 E.C.U
Compensation delay :		YES	NO
Subscribe :	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>

Experimental design

Main task - Treatment 1 (*nudge*)

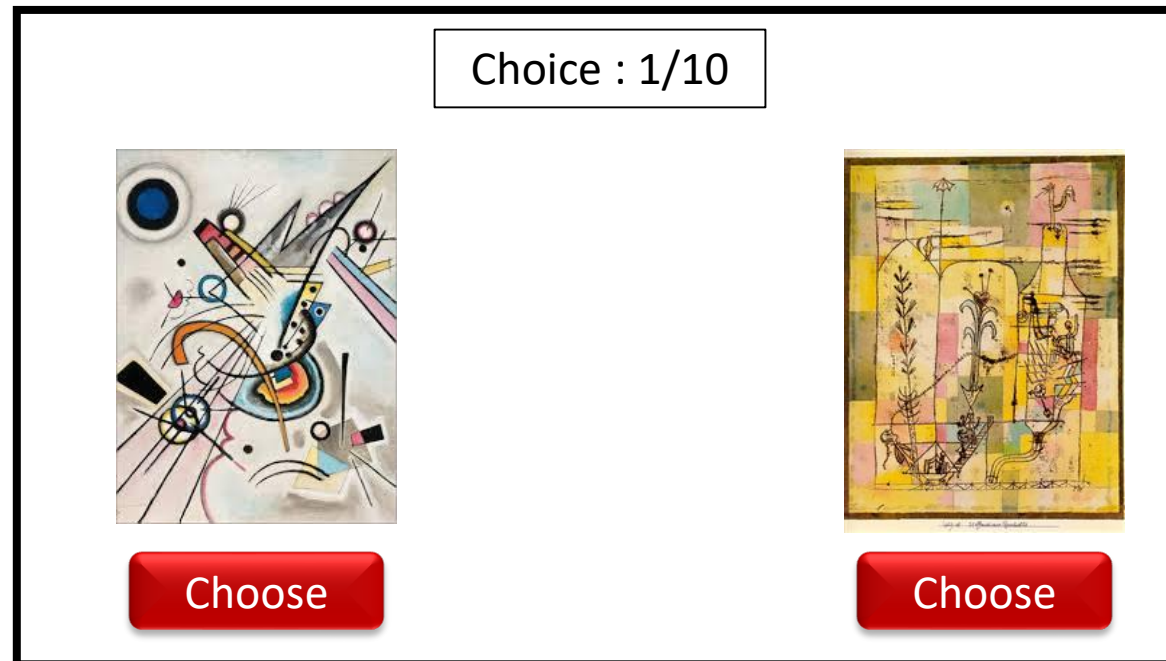
Situation	1
Value of the good :	750 E.C.U
Probability of loss :	10 chances out of 100

Options	No coverage	Insurance	Common pot
Premium :	0	75 E.C.U	75 E.C.U
Compensation :		525 E.C.U	525 E.C.U
Risk of non-compensation:		0%	1%
Expected redistribution :		0 E.C.U	19 E.C.U
Compensation delay :		YES	NO
Subscribe :	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>

Experimental design

Main task - Treatment 2 (*nudge + group effect*)

- Step 0: Artificially generate groups based on individual preferences (*Gioia (2017)*)







- Group attribution based on individual choices :
 - For instance : You belong to « KANDINSKY » group

Experimental design

Main task - Treatment 2 (*nudge + group effect*)

Situation	1
Value of the good :	750 E.C.U
Probability of loss :	10 chances out of 100

Options	No coverage	Insurance	Common pot KANDINSKY
Premium :	0	75 E.C.U	75 E.C.U
Compensation :		525 E.C.U	525 E.C.U
Probability of non-compensation:		0%	1%
Expected redistribution :		0 E.C.U	19 E.C.U
Compensation delay :		YES	NO
Subscribe :	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>	<input type="button" value="Choose"/>

Experimental design

Control tasks

- Risk aversion :
 - Holt & Laury (2002) in loss domain (incentivized)
 - 10 successive choices between loss lotteries (MPL)
- Social preferences :
 - One shot public good game (incentivized)
 - N=4
 - MPCR=0.3
- Time preferences :
 - Time preferences survey
- Sociodemographics :
 - Age, gender, academic level etc.
- Insurance background :
 - Insurance survey

Experimental design

General informations

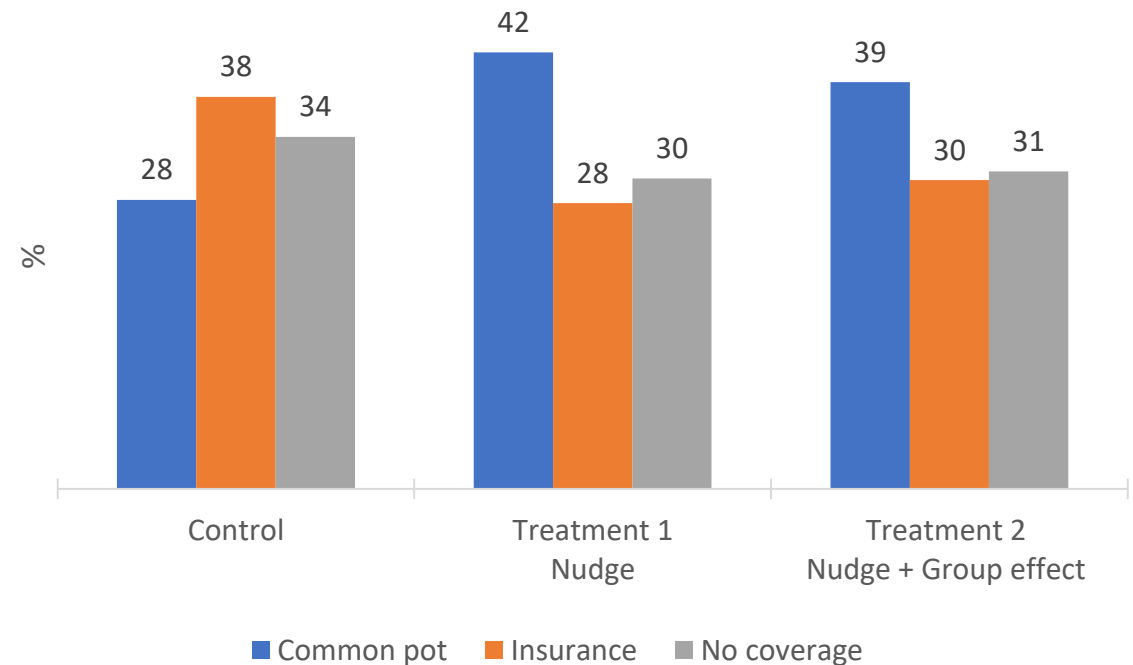
- Run in LEEP (Laboratoire d'Economie Expérimentale de Paris)
- Duration of the experiment : 45''
- Pay off procedure (RLI) :
 - One scenario randomly chosen at the end of the experiment
- Average payoff : 13.7 €
- Treatment setup : *between* subject.
- 163 participants (163x12=1956 choices) :
 - Control : 56 participants
 - Treatment 1 : 56 participants
 - Treatment 2 : 51 participants
- Software : Z-TREE

Results

Overview : treatments

- On average (all treatments combined) common pot is the most chosen option (36%) followed by insurance (32%) and no coverage (32%)
- Treatments 1 and 2 have a strong positive effect on common pot choices (X^2 , $Pr=0.000$)
- Difference between treatment 1 and 2 is not significant (X^2 , $Pr=0.536$)

Choices repartition through treatment

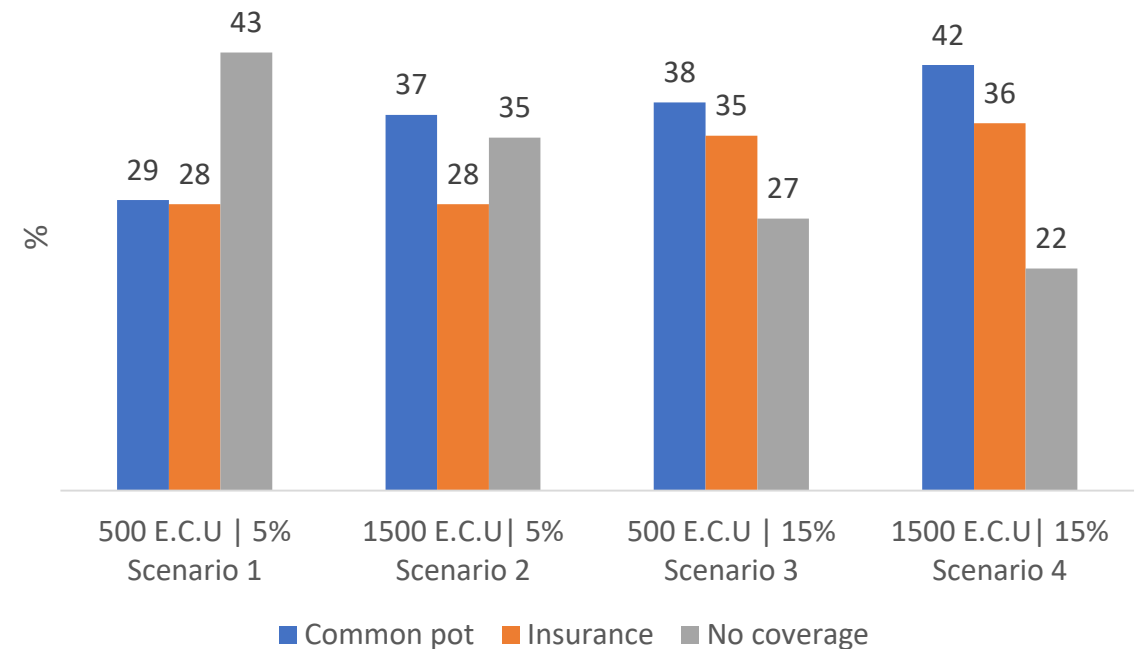


Results

Overview : risk characteristics

- No coverage decreases with both value of the good and probability of loss.
- Both insurance and common pot increase with probability of loss regardless of the value of the good
- Common pot captures all new coverage needs when value of the good increases for low frequency loss (scenario 1 to scenario 2)

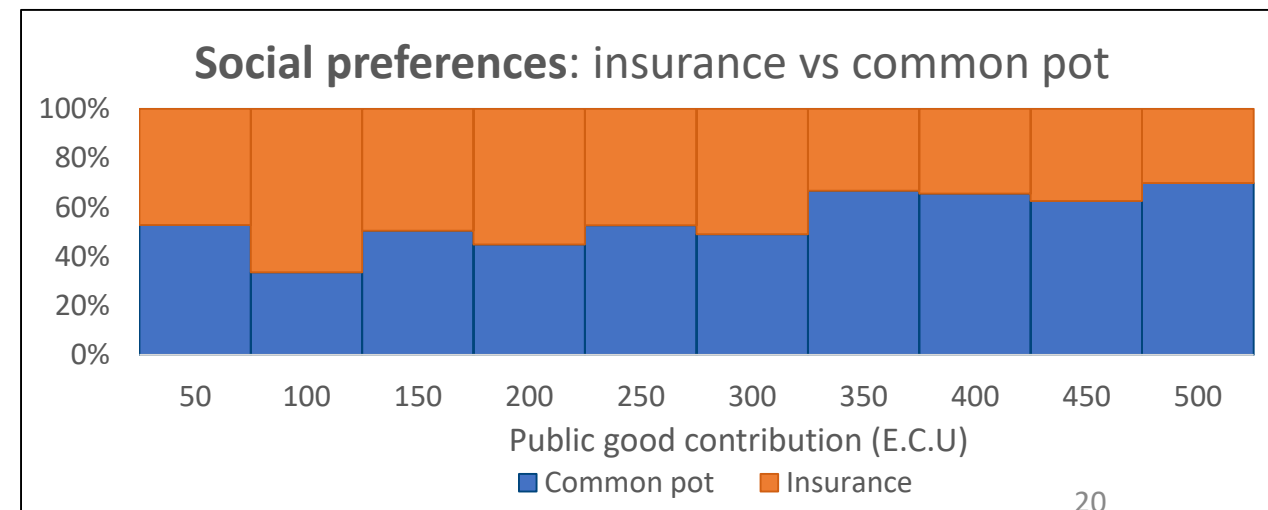
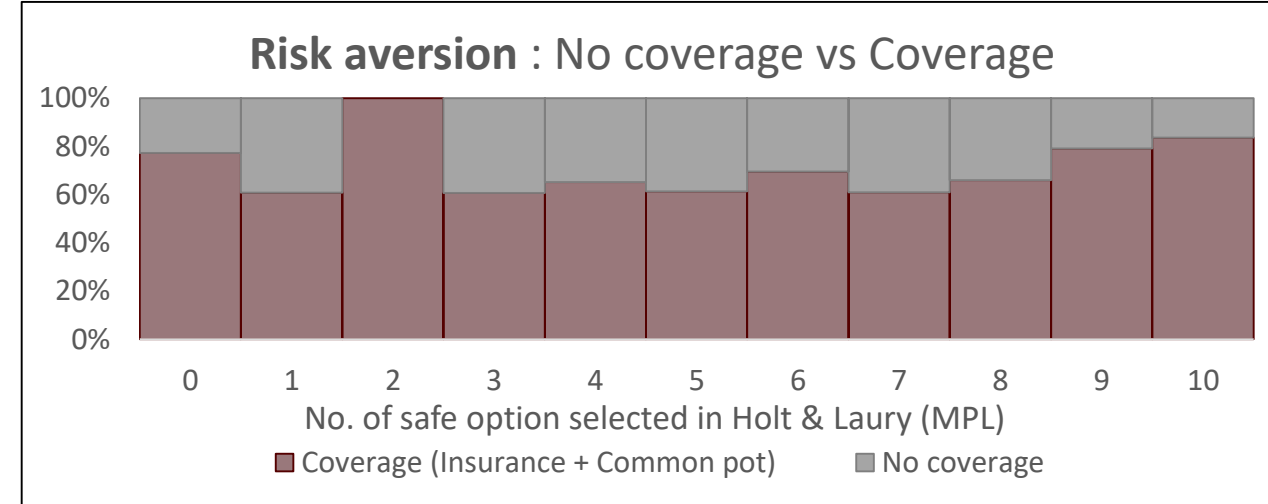
Choices repartition through scenarios



Results

Overview : risk aversion and social preferences

- For risk adverse participants (>5) coverage increases with risk aversion
- No statistically significant correlation between risk aversion and preference for insurance.
- Strong positive correlation between social preferences and probability to choose common pot rather than insurance



Results

Maximum Likelihood Estimation : Conditional logit (1)

Alternative-specific variable	Coef.	Robust Std. Err.				
loading_rate	-1.219195***	.3017647				
Option	No coverage (NC)		Insurance (INS)		Common pot (CP)	
Case-specific variables	Coef.	Robust Std. Err.	Coef.	Robust Std. Err.	Coef.	Robust Std. Err.
value_of_good	-0.3993951***	0.1138507	-0.159626	0.112282	(base)	
loss_probability	-0.6942375***	0.1144731	0.018055	0.1126803	(base)	
risk	-0.0448506**	0.0198931	0.0125612	0.0209039	(base)	
social_preferences	-0.1256324***	0.0179774	-0.1125527***	0.0169922	(base)	
time_preferences	-0.0160006	0.0220898	0.0009145	0.0243125	(base)	
nudge	-0.482527***	0.1395941	-0.6751655***	0.1379801	(base)	
nudge + group effect	-0.4207106***	0.1447528	-0.5565874***	0.1424266	(base)	
const	1.122335***	0.2491507	0.823711***	0.218785	(base)	

Results

Maximum Likelihood Estimation : Conditional logit (2)

The probability to choose common pot rather than insurance :

- H1 : increases with social preferences ✓
 - (INS/CP : -0.112527***)
- H2 : increases when nudge is implemented ✓
 - (INS/CP : -0.6751655***)
- H3 : increases more when group effect is implemented ✗
 - (Difference between *nudge* and *nudge+group effect* **not significant**)
- H4 : decreases with risk aversion ✗
 - (INS/CP : 0.0125 (n.s))
- H5 : is independent of risk characteristics ✓
 - (INS/CP (*value_of_good*) : -0.159626 (n.s) and INS/CP (*loss_probability*) : 0.018055 (n.s))

Conclusion

- Participants trust P2P model for damage coverage as much as they trust traditional insurance.
- Risk of non-compensation is not an issue especially if transparency is implemented.
- Group identification is not essential for common pot to be chosen.
- Experimental design improvement :
 - Control efficiency of the implementation of the group effect with (in-group/out-group) dictator games.
 - Control understanding on risk aversion task
- Upcoming experiments :
 - Common pot and fraud
 - Common pot and prevention
- For any questions, please feel free to contact me : charles.davenne@yakman.com

Thank you for your attention



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