

Ecohesion

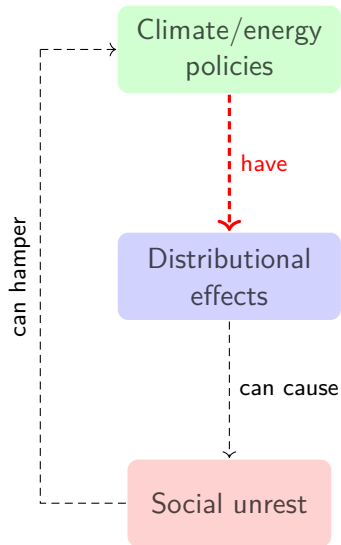
Empirical Analysis

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January 27, 2021

Overview



- ▶ The policy-to-distribution link: who bears the brunt of climate policies?

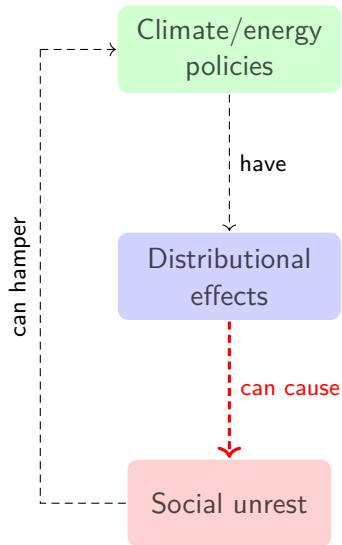
Plenty of studies on this matter:



Lamb et al.

What are the social outcomes of climate policies? A systematic map and review of the ex-post literature
Environ Res Lett 15, 2020

Overview (cont'd)



► The distribution-to-unrest link

Not easy to assess empirically (measurement and data availability issues)

Workaround: experimental application.



A **resource extraction** game featuring:

- (i) resource allocation policies
- (ii) punishment as a stylised form of unrest

Design

- ▶ Participants start with a certain endowment. Endowments are unequally distributed among individuals [▶ Figure](#)
- ▶ Each participant can choose how much of a resource to extract from a finite pool [▶ Figure](#)
- ▶ Depletion must not exceed a given threshold level. In case of over-extraction, participants renounce to part of their resource to replenish the pool

Different allocation policies are used as treatments:

- (a) Individuals contribute equally to replenishment [▶ Figure](#)
- (b) Replenishment starts from wealthier individuals [▶ Figure](#)
- (c) Replenishment starts from poorer individuals [▶ Figure](#)

Design (cont'd)

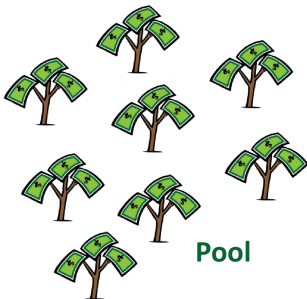
- ▶ At the end of the session each participant can choose to blow the game up and 'punish' others, in which case nobody receives anything but a participation token
- ▶ **Question:** to what extent does a higher resource inequality result in a greater likelihood of blowing things up?

Grazie :-)

Player 1



Player 2



Pool

Player 4



Player 3



▶ Back

Player 1



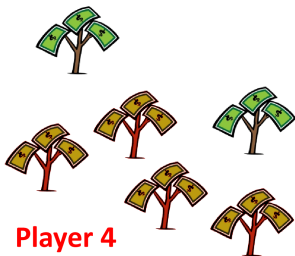
Player 2



Pool

Pool: empty

Player 4



Player 3



▶ Back

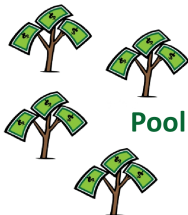
Player 1



Player 2



Pool



Player 4



Player 3

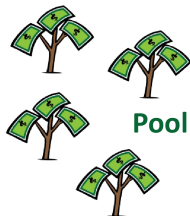


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Player 1



Player 2



Player 4



Player 3

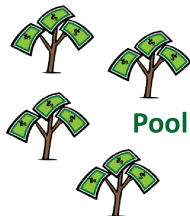


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Player 1



Player 2



Player 4



Player 3



▶ Back