

An Attention-Based Approach to Understanding the Influence of Induced Affective States on Risky Decision-making

Abstract

We investigated whether induced affective states (negative or neutral) can affect the process and outcomes of decisions under risk. Participants responded to 16 decision problems, each offering a pair of decision options: 1) sure gain vs. mixed-domain risky or 2) sure loss vs. mixed-domain risky. By using eye-tracking based attentional measures in the context of mixeddomain decisions, we can track decision-makers' attention to both positive (gain) and negative (loss) information during decision-making. This also enables investigation of whether mood affects the use of heuristic versus analytic strategies.

Introduction

Mood Congruence or Mood Maintenance?

Mood Congruence: affective states may influence decision-making because the decision maker selectively attends to emotion-relevant information, pushing their decision outcomes in a mood-congruent direction (Niedenthal & Setterlund, 1994).

Affect Infusion Model (AIM)

Positive moods -> attention to positive information -> risk-seeking Negative mood -> attention to negative information -> risk-averse *Mood Maintenance*: affective states motivate behavior such that individuals act to maintain or attain positive mood states (Kliger & Kudryavtsev, 2014).

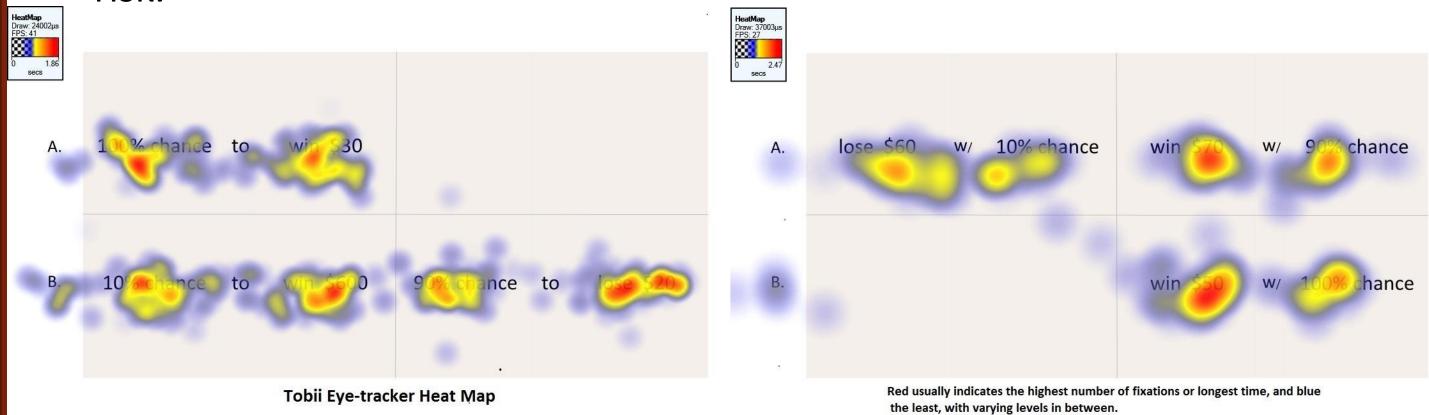
Mood-Maintenance Hypothesis (MMH) Positive mood -> motivation to maintain the mood -> risk-averse Negative mood -> motivation to relieve the mood -> risk-seeking

Heuristic vs. Systematic Strategy?

It has also been suggested that individuals who are in a positive mood are more likely to adopt a heuristic processing strategy, a tendency to use intuition and "gut feelings" with relatively little attention being paid to details. In contrast, individuals who are in a negative mood are more likely to adopt a systematic processing strategy, with careful analysis of information (George & Dane, 2016; Schwarz, 2000).

Goals of the Present Study:

To examine the contrasting predictions of AIM and MMH, and to further investigate use of heuristic and analytic strategies, we used eye-tracking based attentional measures to investigate individuals" allocation of attention to relevant problem information (gain vs. loss, value vs. probability) in a study of sure-thing outcomes paired with mixed-domain options in decisions under risk.



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Methodology

Study Procedure:

- 1. Calibration
- \geq A procedure with the eye-tracker to enable accurate gaze point calculations.
- 2. Mood Induction Task

> News-story reading: Participant reads one story categorized as either "sad" or "neutral" (both from The New York Times).

3. Self-reported Mood Questionnaire (before and after the DM task)

Participants rate on a 7-point Likert scale how well each of the following terms (angry, depressed, sad, neutral, interested, bored, irritable, annoyed, calm, discouraged, relaxed) describe how they feel at that moment. 4. Decision-making Task

Participants make a choice on 16 mixed-domain decision problems (randomized and counterbalanced), that varied in problem structure: offering a choice between either: a sure gain vs. a mixed risky option (PS1), or a sure loss vs. a mixed risky option (PS2).

A.	100% chance	to	win \$50				A.	los
B.	90% chance	to	win \$70	10% chance	to	lose \$60	В.	los

Demographics Questionnaire

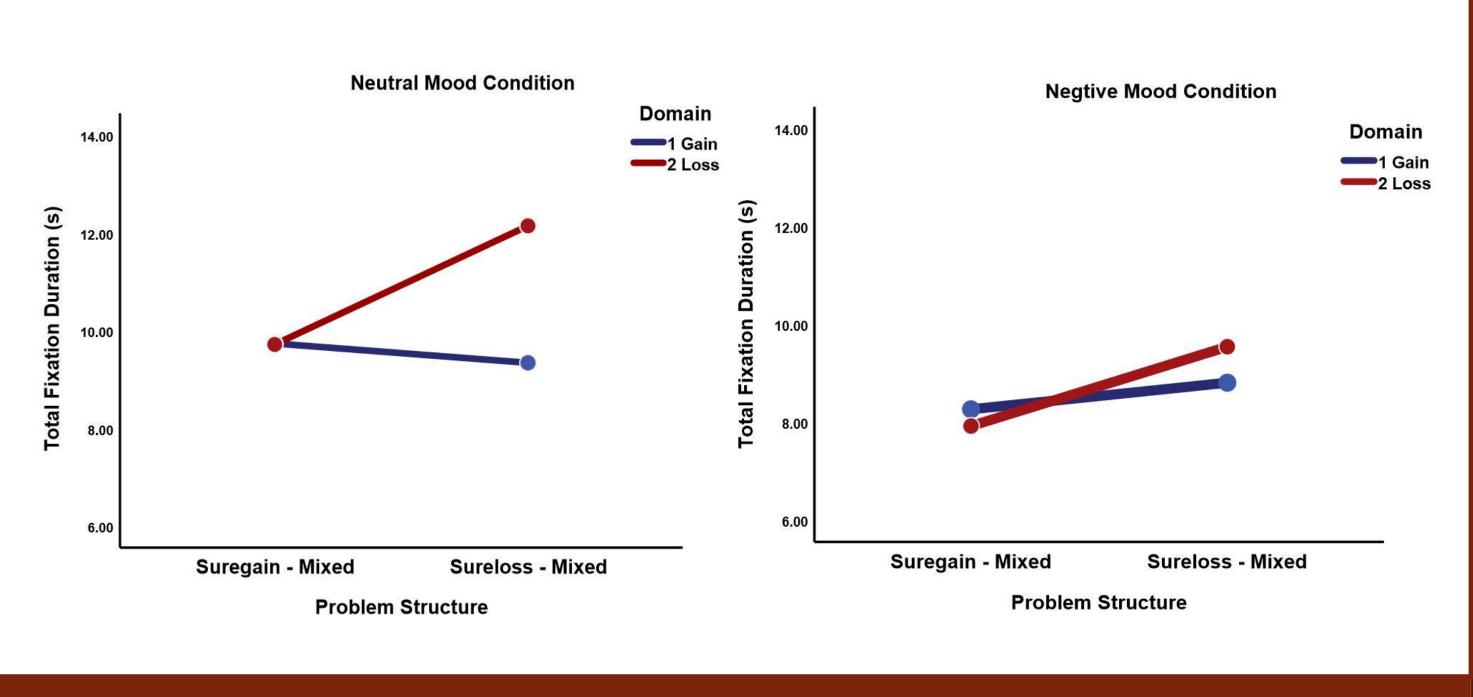
Findings

- The mood inductions were effective, as judged by manipulation checks comparing self-reported mood measures for the two mood conditions:
 - F(2, 55) = 21.143, p <.001 (1st Mood Check Before DM task) • F(2, 55) = 3.495, p = .037 (2nd mood check – After DM task)
- **CHOICE**: A mixed-model ANOVA of participants' choice behavior showed no effect of mood condition on the probability of EV-consistent choices. However, participants' choices were found to be significantly affected by problem structure (*F(1, 56) = 9.846, p = .003):* Participants had more EV-maximizing choices for PS2 (sure loss - mixed) problems than for PS1 (sure gain - mixed) problems.
- **FIXATION DURATION**: Participants in both mood conditions paid more attention to values than to probabilities, F(1, 56) = 25.785, p < .001.
- Although there was no overall difference in mean total fixation time between the mood conditions in the ANOVA, results from a sign test suggested that sad-mood participants consistently had shorter fixation times than did <u>neutral-mood participants</u> for both PS1 (sure gain - mixed) and PS2 (sure loss mixed) problems (p = .013).
- A significant three-way interaction among *Domain (gain vs. loss), Mood* Condition, and Problem Structure was found, F(1, 56) = 4.645, p =.035.
- Participants spent more time inspecting the risky-option information for sure loss - mixed problems than for sure gain-mixed problems, and in those sure loss - mixed problems, participants tended to focus longer on loss information (compared to gain information) for the risky mixed options.

se \$100	W/	95% chance	win \$80	W/	5% chance
ose \$40	W/	100% chance			

problem information.

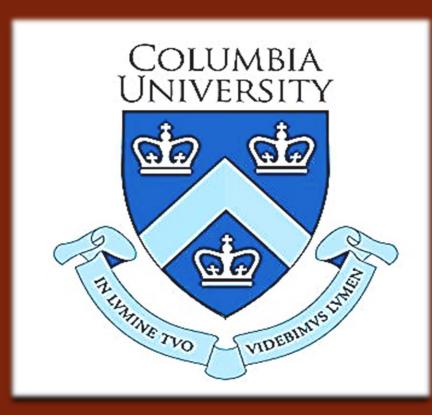




These results are at variance with prior claims in the literature that individuals in a sad mood are more likely to adopt a systematic processing strategy, with careful analysis of information. In terms of choices, we found no difference in the rate of EV-maximizing between mood conditions. Our attention data shows that individuals in a sad mood had shorter total fixation time and a more uniform pattern of attention allocation. We interpret this pattern as indicating that sad-mood participants used a less analytic approach, perhaps as a way to reduce cognitive load. In contrast, participants in a neutral mood did a better job of focusing on critical problem information (potential losses versus gains), thus they could be described as being more analytic.

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Findings (cont.)

This Domain by Problem Structure interaction was especially pronounced for neutral-mood participants (Figure 1); <u>sad-mood participants tended to spend</u> less time overall, and allocate their attention more equally to relevant

Figure 1. The Three-way Interaction Among **Condition, Domain and Problem Structure**

Discussion

Reference

George, J. M., & Dane, E. (2016). Affect, emotion, and decision making. Organizational Behavior and Human