

The Joy of Nastiness: Revealing Antisocial Preferences in an Experimental Setting

Martin Mosler

ifo Institut-Leibniz-Institut fuer Wirtschaftsforschung an der Universitaet Muenchen

Abstract

The paper models a Joy-of-Destruction-game as a theoretical binary decision model about purely nasty behaviour, and amends the basic preference structure with morality burden and vengeance considerations. Experimentally, a destroyer-type player may decide to partially destroy a victim-type player's initial monetary endowment. Depending on the round, the victim may be informed about the destroyer's decision and/or may retaliate with a certain probability. The experiment will take place in different laboratory settings and will include different real-life power endowments between the player types.