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Paper Title	Split-second Decision-Making in the Field: Response Times in Mobile Advertising
Abstract	In this paper we take the class of drift-diffusion or bounded accumulation models from psychology and neuroeconomics, which were developed to jointly explain subjects' choices and decision times in laboratory experiments, to data from a field setting – app users' response to advertisements on their mobile devices. We expand the classic drift-diffusion models into a two-stage to accommodate features of mobile advertisements. In most mobile advertising platforms, including our application, ads are “non-skippable” – that is, users are forced to watch the ad in its entirety. We use our estimates to simulate the counterfactual of “skippable” ads, and we find that permitting users to take an action while the ad is still playing would lead to lower click-through rates, thus rationalizing industry practice. However, the effects are very heterogeneous across users.