

FUN AND GAMES - INVESTMENT GAMIFICATION AND IMPLICATIONS FOR CAPITAL MARKETS

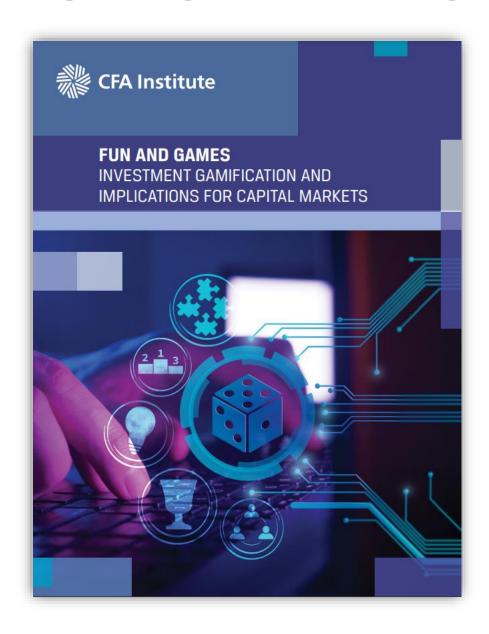
Presenters:

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Sivananth Ramachandran, CFA, CIPM, Director, Capital Markets Policy, India, CFA Institute



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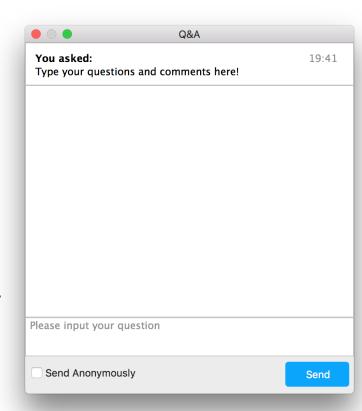
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HOUSEKEEPING

- Today's webinar is scheduled for 60 minutes including Q&A
- All participants are muted throughout the webinar
- We welcome comments via the Chat button and questions via the Q&A button on your screen.
- We will be running a few polling questions you will be prompted to submit your answers
- This webinar will be recorded and be made available to view soon after the presentation concludes today
- The main presentation will be uploaded onto <u>CFA Institute Asia-Pacific Research Exchange (ARX, www.arx.cfa)</u>



Are you currently investing with any online trading platforms?

		Polling results
A.	Yes	67%
B.	No	33%



What is the main reason for investing with these platforms?

- A. Easy account setup
- B. User-friendly interface and trading procedures
- C. Lower transaction costs
- D. Access to fractional shares / shares in overseas markets
- E. Relevant information and personalized recommendations provided by the platforms or online community
- F. Free shares or other incentives at signup or on an ongoing basis

Polling results
11%
40%
31%
12%
6%
0%



Has your frequency and/or volume of transactions increased because of the attractions provided by these platforms?

A.	Sign	ificant	lv	more
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B. Slightly more

C. Same

D. Slightly less

E. Significantly less

Polling results	
16%	
36%	
44%	
2%	
1%	



How likely do you make your investment decisions based on insights and recommendations provided by the platforms and influencers of the online community?

Α.	Very	likely
	_	_

B. Likely

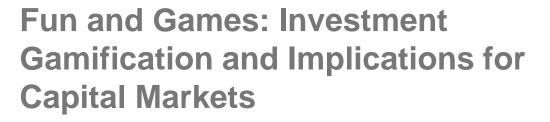
C. Somewhat likely

D. Unlikely

E. Never

Polling results
4%
13%
33%
34%
14%





Sivananth Ramachandran, CFA, CIPM

January 2023





Outline



- Introduction
- Gamification and Marketing Practices Used by Financial Services Firms
- Role of Social Media in Stock Market Trading
- Gamification: Results from CFA Institute Investor Trust Study
- Implications of Gamifications: Ethical, Market, and Corporate Governance
- Regulatory Responses
- Recommendations



Gamification



Gamification features are increasingly common within most investment apps



What is Gamification?

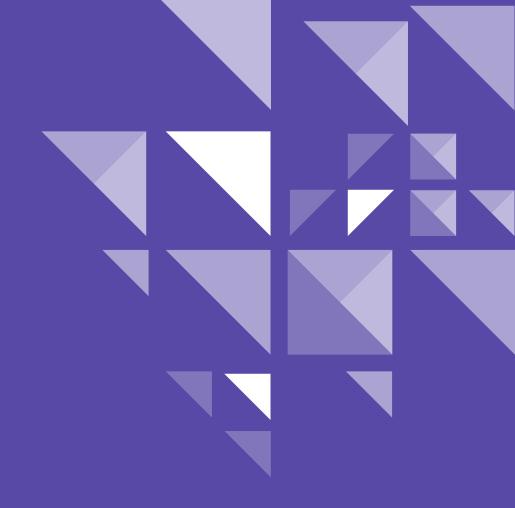


Gamification is the practice of infusing game elements into nongame contexts to encourage engagement with a product or service

- Gamification and self-determination theory
- The theory suggests people are inherently proactive, but external environment must support three needs (1) competence or mastery, (2) relatedness or social connection, and (3) autonomy
- Self-determination theory may explain the rise and prevalence of self-directed trading



Gamification Practices Used by Investment Firms





UX Design, Presentation of Information, and Notifications



- UX Design and aesthetic features borrowed from the gambling world
- Prominent display of price charts and stocks with high short term performance
- Notifications may encourage poorly conceived transactions





Leaderboards and Copy Trading



- Leader boards based on short term performance, popularity, and even transactions
- Copy trading encourages imitation
- Over short term, imitation can lead to herding in risky assets and widen gap between investment intention and actions



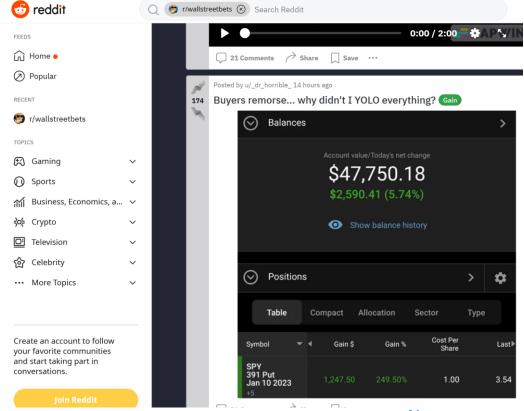
Role of Social Media in Stock Market Trading



Social Media is a commitment device

- Stock market has always been a social activity
 - Keynes beauty contest
- Social media amplifies the need for social validation in two ways
 - Diffuses information faster, across more investors, and mediated by influencers
 - Social media acts as a commitment device

Social media channels frequently impose requirements to post screenshots





Zero Commission Trading



- Impact of moving from very small commissions to zero commissions
- Zero price effect demand for a free good is significantly greater compared with a negligibly priced one
 - Insurance policies with zero deductibles, free shipping
- Impact on execution quality mixed



Gamification Practices Used by Financial Services Firms

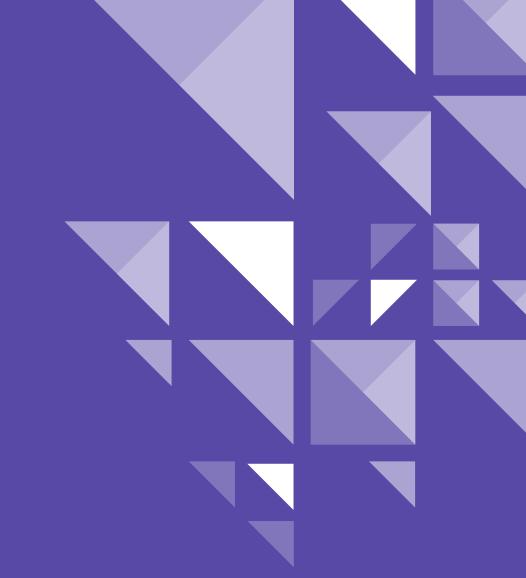


Gamification techniques and related practices take advantage of our biases

EXHIBIT 1.	SUMMARY OF PRACTICES OF MARKET INTERMEDIARIES AND POSSIBLE BEHAVIOURAL EXPLANATIONS			
Number	Practice	Possible Behavioural Explanation	Comments	
1	UX design	Anchoring, contrast effect	Order of presentation of information (top mover lists, for example) can influence decisions. Use of colours (bright versus grey) can increase contrast and influence decisions.	
2	Copy trading/ leader boards	Imitation/herding, disposition effect	Imitation or herding is one of the first recognized and most powerful behavioural effects in finance. Disposition effect (holding on to losers) evidenced among leaders hoping to avoid reputation loss among followers.	
3	Notifications around price moves	Disposition effect	Winners sold off more quickly than losers, based on notification on significant price moves.	
4	Zero-commission trading	Zero-price effect	Pricing an item at zero appears to increase its intrinsic value.	
5	Default margin account	Status quo bias	Tendency to stay in the default choice	
6	Fractional share trading	Counteracts nominal price illusion	Belief that low-priced shares are more likely to appreciate than higher-priced shares	
7	Posting trades in social media	Commitment device	Locking oneself to a plan of action—holding on to a losing trade—even if it is a poor choice from a risk management perspective	



Gamification: Findings From Our Investor Trust Study 2022





Gamification: Results from our Investor Trust Study



Around 20% of the retail investors we surveyed globally (N=~3500) said they use trading account primarily for entertainment or speculation.

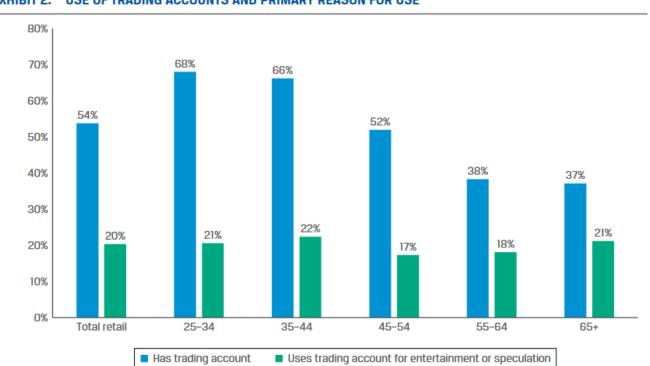


EXHIBIT 2. USE OF TRADING ACCOUNTS AND PRIMARY REASON FOR USE



Gamification: Results from our Investor Trust Study (2)



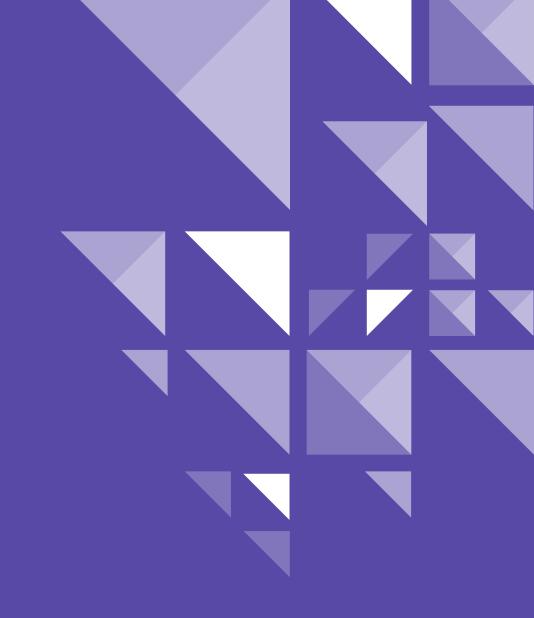
A majority of retail investors said they trust digital nudges, trading apps enhance their understanding of investing, but use of apps also increase their frequency of trading.

EXHIBIT 3. 2022 CFA INSTITUTE INVESTOR TRUST STUDY: USE OF TRADING ACCOUNTS AND ATTITUDES TOWARD THEM						
	Total Retail	25-34	35-44	45-54	55-64	65+
Has trading account	54%	68%	66%	52%	38%	37%
Trust in digital nudges	74%	92%	86%	72%	51%	33%
Retail trading tools/apps enhance understanding of investing	71%	87%	82%	66%	49%	36%
Trust completeness and accuracy of information about complex financial products	61%	80%	73%	55%	33%	25%
Retail trading tools/apps increase frequency of trading	57%	75%	73%	56%	28%	10%

Source: 2022 CFA Institute Investor Trust Study.



Implications of Gamification





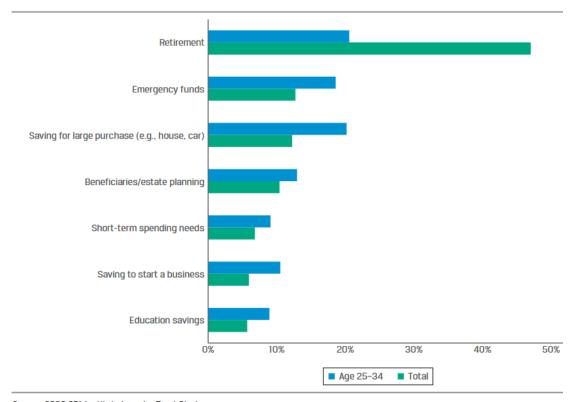
Ethical Implications



- Gamification may circumvent user choice
- Ethical Considerations around nudging and choice architecture
- Conflict of interest considerations around gamification

- Ethical Approach to Gamification
 - "Influence choices in a way that will make choosers better off, as judged by themselves" (Thaler and Sunstein, 2008)

Earning Investors' Trust: Respondents' Topranked Investment Goal



Source: 2022 CFA Institute Investor Trust Study.



Market Implications



- Gamification magnifies risk taking
 - High Trust in Digital Apps and the Effect of smartphone on trading
- Market structure issues
- Impact of early experience on investor behaviour
 - Early economic experiences can have a lasting impact on a person's outlook
 - A large cohort of first time investors entered post-pandemic, trading volatile assets



Corporate Governance Implications



- Shareholder activism
 - Rise of shareholder "memocracies" Individual shareholders sustaining a group narrative on social media
- Future of corporate engagement
- Incentives for fund raising



Regulatory Responses

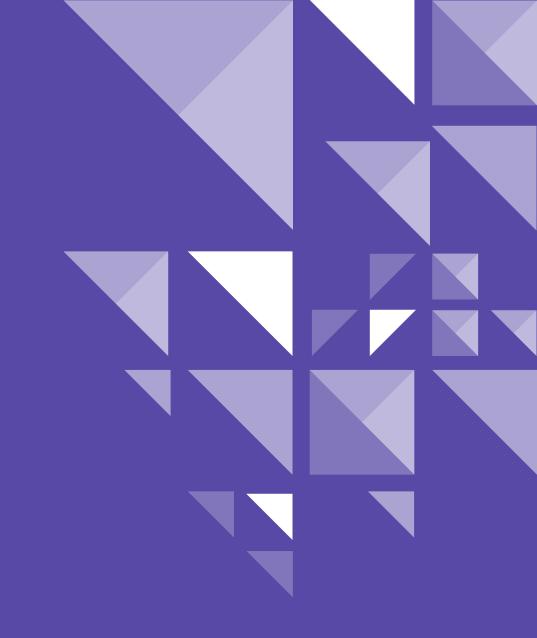


The regulatory response contemplated has been varied, from repurposing existing regulations, to discussing deeper market structure reforms

- Use existing regulations
- Gamification as a form of investment recommendation
- Targeted regulation for gamification practices
- Disclosures
- Licensing Requirements
- Market structure reforms



Recommendations





Recommendations (1)



Our recommendations span principles, disclosures, and conduct.

- App design should include features that allow for review and reflection by users
- Reward and feedback systems, if any, should focus on long-term investor outcomes and not on transactions or short-term outcomes
- Research about stocks and other asset classes must be based on reputable sources



Recommendations (2)



Our recommendations span principles, disclosures, and conduct.

- Market intermediaries are encouraged to provide point-of-transaction disclosures in plain language
- Disclosures must take into account the medium through which they are consumed
- There should be full transparency around remuneration to social influencers



Recommendations (3)



Our recommendations span principles, disclosures, and conduct.

- Investor education materials and other public communications must not mislead or downplay the risks and complexity inherent in investing
- Warning label for brokerage communications, including advertisement
- Licensing requirements for social influencers should distinguish between general and personal advice



For more information, please refer to our report











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D. Unlikely

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2%
11%
24%
45%
18%



CFA INSTITUTE FINANCIAL REGULATORY SYMPOSIUM 2022



Watch Recording





thank you