Gaming a Selective Admissions System

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Big business

- Test preparation is big business
 - Kaplan had annual revenue of \$ 1.5 billion in 2018
 - New Oriental had revenue of \$ 4.2 billion in 2020–21
 - Koreans spend \$ 20 billion on private tutoring annually (Financial Times)
- 15-year olds in out-of-school classes organized by commercial companies (Park et al., 2012):
 - U.K.: 11.4%, U.S.: 10.4%
 - Brazil: 44.2%, Germany: 28.6%, Greece: 52.5%, Latvia: 34.3%,
 Russia: 37.9%, Spain: 34.0%, Turkey: 37.3%
 - Hong Kong: 30.4%, Korea: 47.5%, Thailand: 47.1%

Shadow education

- fairness issues
- a drain on kids' time and energy
- teaching to the test: "little English is spoken in the lesson, which comprises an explanation of the TOEIC reading comprehension paper" (*Financial Times*)

What we do

- Model private tutoring as a costly but unproductive ("gaming") activity that masquerades low-ability students as high-ability ones
- Three main questions:
 - is tutoring a "rat race"?
 - why does it unravel to earlier and earlier stages of education?
 - what is the optimal selection policy if university has commitment power?

Related Literature

- Costly lying (Frankel and Kartik 2019; 2021; Ball 2021)
 - we have a reward constraint, thus an externality among multiple agents
 - we have two stages
- Cheating in contests (Gilpatric 2010; Gilpatric and Reiser 2017)
 - our reward is derived from beliefs
- Low-powered incentives reduces cheating (Frankel and Kartik 20210; Goldman and Slezak 2006)

One stage of selection

- Total number (mass) of university places is Q < 1
- Total number (mass) of high-ability students is $\lambda < 1$
- Benefit from getting into college is *B*
- Test technology:
 - High ability student always gets score *H*
 - Low ability student:
 - gets score L if no gaming
 - gets score H if pays C for tutoring
 - tutoring cost has distribution F on [0, B]

Admissions system

- University observes test scores but not true ability
- Wants to maximize average ability of its student intake subject to filling its quota
 - admitting a low ability student is better than leaving its slots vacant
- Admissions policy is (X, Y)
 - \blacksquare Prob. of admitting *H*-scorer is *X*
 - Prob. of admitting *L*-scorer is *Y*

Gaming decision

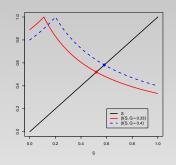
- High ability students don't choose tutoring
- Low ability students choose tutoring if cost is low enough
 - cutoff cost level is *S*
- Quota constraint is:

$$(\lambda + (1 - \lambda)F(S))X + (1 - \lambda)(1 - F(S))Y = Q$$

Admissions rule

- If $Q > \lambda + (1 \lambda)F(S)$, the quota is loose: X = 1 and $Y = \frac{Q (\lambda + (1 \lambda)F(S))}{1 (\lambda + (1 \lambda)F(S))}$
- If $Q \le \lambda + (1 \lambda)F(S)$, the quota is tight: $X = \frac{Q}{\lambda + (1 \lambda)F(S)} < 1$ and Y = 0
- The benefits from tutoring is $\beta(S) = B(X Y)$

Strategic substitutes or complements



- Strategic complementarity when the quota is loose
- Strategic substitution when the quota is tight
- Equilibrium is characterized by $S^* = \beta(S^*)$

Equilibrium

- Equilibrium exists
- Largest equilibrium is always a tight quota equilibrium
- Equilibrium is unique if $\lambda \ge Q$
- Comparative statics: number of college places increases → more students choose tutoring (in largest equilibrium)!

Two stages of selection

- Suppose high schools are identical in quality, does competition for college admissions unravels to a competition for high school entrance?
- High-ability kids always get score h in high school exam; low ability kids get score l if there is no tutoring, or score h if they get tutoring
- Cost of tutoring is δc in high school stage, c in university stage (δ may be larger than or smaller than 1).
 - cost distribution is $F(\cdot)$ on [0, B]
 - reflects persistence in tutoring costs (e.g., family background influences tutoring cost at both stages)

Symmetric equilibrium

- It is an equilibrium to have:
 - students randomly get into two high schools (no competition for high school entrance in the first stage)
 - the two schools are identical in all respects and are treated identically by the university (same equilibrium as if there is only one stage)
- But is there another equilibrium?

Why do we care?



Unraveling

- The symmetric equilibrium described earlier is not stable
- Suppose School 1 has more high-ability students by accident (or by history): $\lambda_1 > \lambda_2$
- *Informational externality* that arises from gaming—university treats *H*-scorers from School 1 more favorably (if $S_1^* = S_2^* > 0$)
- Rent for both high-ability and low-ability students to get into School 1
- Competition causes tutoring to unravel to high-school entrance stage
- Selection by School 1 justifies why it has better students

Equal credibility

- Lemma 1(a): *H*-scorers from the two schools are equally credible (same prob. of having high ability)
 - suppose $K_i > K_i$
 - then *H*-scorer from School *i* has higher *priority*— $X_i < 1$ implies $X_i = 0$
 - case 1: $X_i < 1$. Then $X_j = 0 \rightarrow$ no one in School j chooses tutoring $\rightarrow K_i = 1 \ge K_i$, contradiction
 - case 2: $X_i = 1$. Then all low-ability students in School *i* choose tutoring
 - if i = 1, then violate $q_1 > Q$
 - if i = 2, then $K_2 = \lambda_2 < \lambda_1 \le K_1$, contradiction

Implications of equal credibility

- Lemma 1(b): More low-ability students in School 1 choose tutoring than those in School 2
 - this follows from the fact that $K_i = \lambda_i/(\lambda_i + (1 \lambda_i)S_i^*)$
- Lemma 1(c): *H*-scorers from School 1 are treated preferentially— $X_1 \ge X_2$
 - if cost distribution were the same, Lemma 1(b) implies $C_1 > C_2$
 - which in turn implies $X_1 > X_2$
 - the proof has to take into account the fact that the cost distributions are different in the two schools due to endogenous sorting in the first stage

Applications

- Abolish university entrance examination
- University relies on only one signal (high school affiliation), instead of two signals (high school affiliation and entrance test score)
- Results in greater gaming in stage 1
- Quality of university student intake is worse with no university exam

Applications (2)

- No ability-sorting in high school
- One-stage selection is worse than two-stage selection in terms of selection outcomes if tutoring cost at the two stages are the same
- Ability-sorting improves university selection outcomes, but total expenditure on gaming can be substantially higher

Applications (3)

- University can (sometimes) strictly improve selection outcomes by committing to low-powered admissions policy:
 - $Y_1, Y_2 > 0$
- But optimal commitment policy still entails preferential treatment:
 - $X_1 X_2$ is reduced but still positive
 - and some (lower level of) tutoring at both stages remains

Thank you!