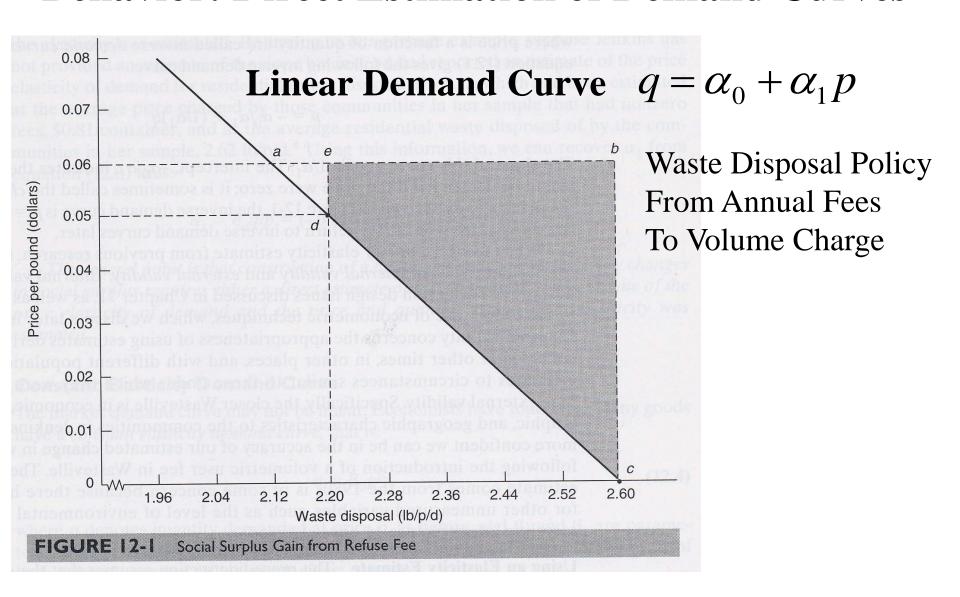
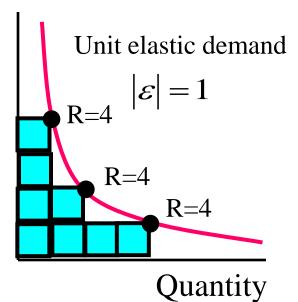
# Chapter 12 Valuing Impacts from Observed Behavior: Direct Estimation of Demand Curves



### **Constant Elasticity Demand Curve**

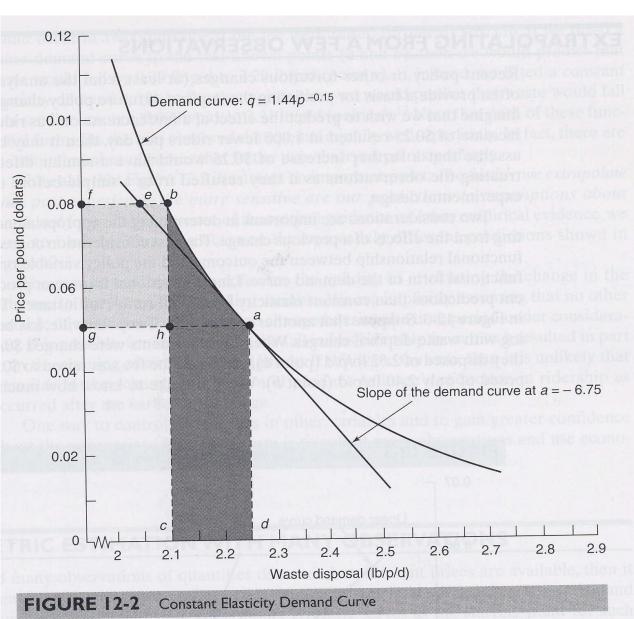
#### Price



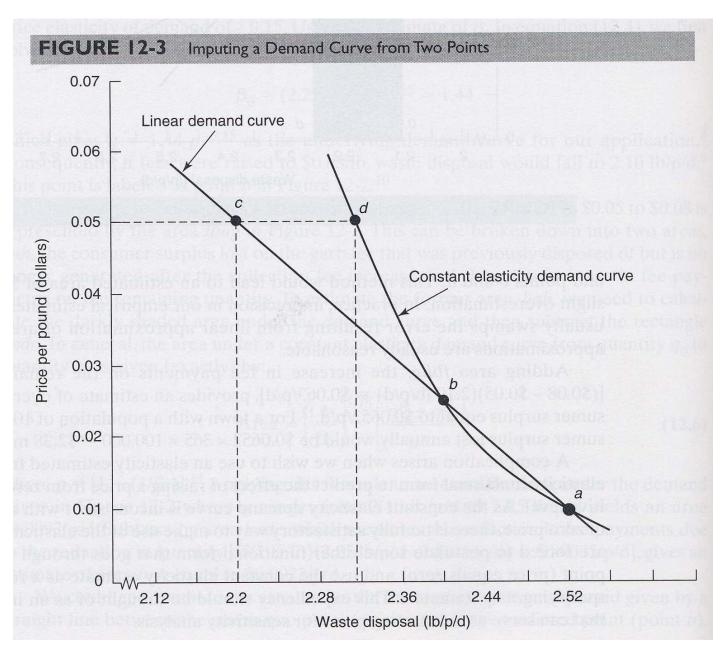
0.4

$$q = \beta_0 p^{\beta 1}$$

Useful for sensitivity analysis



### **Extrapolating from Observations**



# Chapter 13 Valuing Impacts from Observed Behavior: Indirect Market Methods

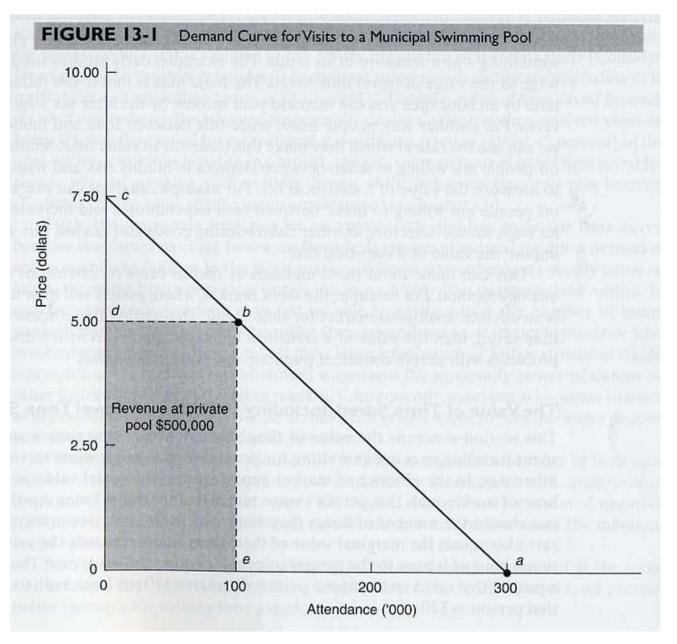
Observed Behavior = Revealed Preference ◆ → Stated Preference

- 1. Market Analogy Method (Trade-off Method)
- 2. Intermediate Good Method
- 3. Asset Valuation Method
- 4. Hedonic Pricing Method
- 5. Travel Cost Method
- 6. Defensive Expenditure Method

### **Market Analogy Method**

- 1. Using the market price of or expenditure on an <u>Analogous Good</u>. "Using the market price would be an appropriate estimate of the value of the publicly provided good if it equals the <u>average amount</u> that users of the publicly provided good would be willing to pay".
- 2. Using information about an <u>Analogous Private-Sector Good</u> to estimate the demand curve for a publicly provided good.
- 3. The Value of Time Saved (as one of **Trade-Off Method** to use Opportunity Cost: The value of what one gives up to get something) > Wage Rate, (but problems exist).
- 4. The Value of a Statistical Life (Forgone Earnings Method, Simple Consumer Purchase Studies, Simple Labor Market Studies)

## **Analogous Good**



# The Value of a Statistical Life - Simple Consumer Purchase Studies -

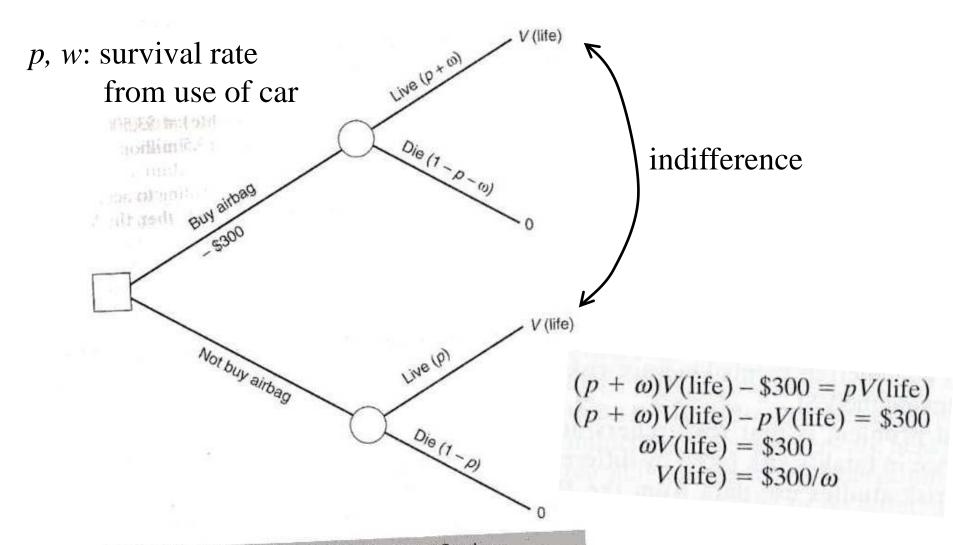


FIGURE 13-2 Decision Tree for Airbag Purchase

#### The Value of a Statistical Life

#### Forgone Earnings Method

The value of a life saved = Persons discount future earnings
Used by the courts. However, many problems exist.
e.g. It ignores individual's WTP to reduce the risk of their deaths

#### Simple Labor Market Studies

Two indifferent supposition for job fatality risk  $(\underline{1/1,000})$  V(life) = \$3,500. Then, V(life) = \$3.5 million Greater chance Riskier job of fatal injury offers

\* People overestimate the occurrence of low-probability *bad* event: e.g. swine influenza, radiation contamination.

#### **Intermediate Good Method**

To value "education and training programs" as human capital.

Annual Benefit = Income (with project) – Income (without project)

#### **Asset Valuation Method**

Project affect the prices of assets (e.g. land, housing, stocks, etc). The impacts are said to be *capitalized* into the market value of the assets. Observed increase (or decrease) in asset values can be used to estimate the benefits (costs or disbenefits) of projects.

# **Hedonic Pricing Method**

#### **Problems with Simple Valuation Methods**

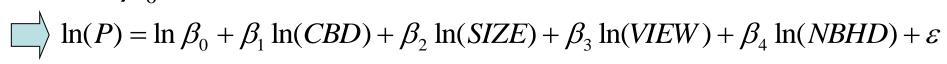
- 1. Omitted Variable Problem
- 2. Self-Selection Bias
- > Hedonic Pricing Method overcome these two problems.

Hedonic Pricing Method = Hedonic Regression Method

Hedonic Price Function 
$$P = f(CBD, SIZE, VIEW, NBHD)$$

(marginal) hedonic price, implicit price, rent differential of the attribute

$$P = \beta_0 CBD^{\beta 1} SIZE^{\beta 2} VIEW^{\beta 3} NBHD^{\beta 4} e^{\varepsilon}$$



House price (P) Hedonic price =  $r_{V_2}$ Hedonic price function Level of scenic V3  $V_2$ VI view (V) Hedonic price of scenic Locus of household views (rv) equilibrium W<sub>1</sub> willingnesses-to-pay  $W_2$ Tv1 W<sub>3</sub> rvo rv3 Level of scenic V2 view (V)

Hedonic price of scenic views: Slope

$$r_v = \beta_3 \frac{P}{VIEW}$$

Decreases as the level of the scenic view increases

$$r_{v} = W(VIEW, Y, Z)$$

Y: household income

Z: household characteristics

#### Value of Statistical Life

Nonlinear Regression Model

$$\ln(wagerate) = \beta_0 + \beta_1 \ln(fatality \ risk)$$

$$+ \beta_2 \ln(injury \ risk)$$

$$+ \beta_3 \ln(job \ tenure)$$

$$+ \beta_4 \ln(education)$$

$$+ \beta_5 \ln(age) + \varepsilon$$

#### **Travel Cost Method**

To value "Recreational Sites"

#### **Zone Travel Cost Methods**

$$\ln(\frac{V}{POP}) = \beta_0 + \beta_1 \ln \overline{p} + \beta_2 \ln \overline{p}_s + \beta_3 \ln \overline{Y} + \beta_4 \ln \overline{Z} + \varepsilon$$

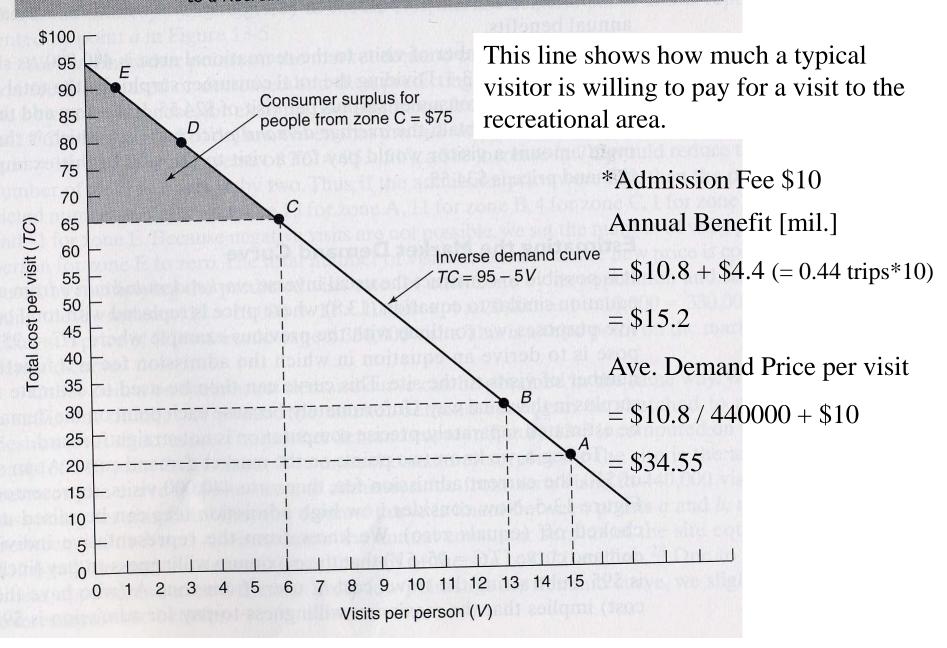
Zone	Travel Time (hours)	Travel Distance (km)	Average Total Cost per Person (\$)	Average Number of Visits per Person	Consumer Surplus per Person	Consumer Surplus per Zone (\$ thousands)	Trips per Zone (thousands)
A	0.5	2	20	15	525	5,250	150
В	1.0	30	30	13	390	3,900	130
C	2.0	90	65	6	75	1,500	120
D	3.0	140	80	3	15	150	30
E	3.5	150	90	1	0	0	10
Гotal			A TABLE T	Valley - ou -	GOT LE	10,800	440

Different value of time for estimating average total cost:

A for \$9.40/hr, B for \$5.50/hr, C for \$10.35/hr, D and E for \$8/hr (as wage rate)

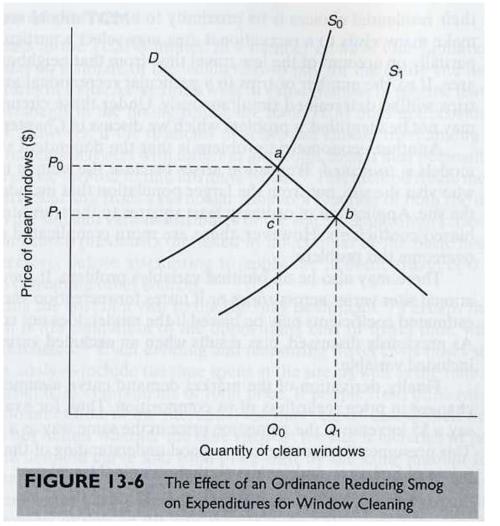
Total cost is generally composed of driving, parking, walking and loading and unloading vehicles. Zone E needs customs and immigration crossing the border.

FIGURE 13-4 "Representative" Individual's Inverse Demand Curve for Visits to a Recreational Area



# **Defensive Expenditures Method**

The amount to spend to mitigate or eliminate the effect of a negative externality.



Before and after Ordinance

# **Presentation & Report**

- 1. Select one method of Valuing Market or Non-Market Goods from Chapter 9, 12, 13 and 14.
- 2. Find one paper from "international" scientific journals from any research fields to use your selected method.
- 3. Explain the selected paper by powerpoint.

English presentation (7 mins) and discussion (3 mins) for each.

#### **Report Submission**

Deadline: 6 August 2012, 17:00

Summarize 3 to 4 pages report and submit me by email.

(hanaoka@ide.titech.ac.jp):

- 1) Reasons to select this paper.
- 2) Advantages and disadvantages of your selected method in the context of the selected topic. Discuss whether other methods are possible to apply for the selected topic.
- 3) Respond some questions by me if you need.
- 4) Impression (comments, requests, etc) of this course.