Competition and Gender in the Lab vs Field: Experiments with Off-Grid Renewable Energy Entrepreneurs in Rural Rwanda

Data Description: This file contains lab-in-the field experimental data with focus on competitiveness and risk-taking among village level entrepreneurs (VLEs) operating off-grid microenterprises in rural Rwanda conducted between March 2017 - July 2017, as part of the 'Nuru Energy Project'.

Competitiveness:
The experimental design use follows Niederle and Vesterlund (2007) where entrepreneurs participate solve real tasks under piece rates and tournament situations.

Risk taking
This experiment allows participants to choose between two choices: lottery and sure pay off

Details of design and instructions used for the experiment is explained in working paper:

Klege, Rebecca A., Martine Visser, Manuel Barron, and Rowan P. Clarke. 2020. Competition and Gender in the Lab vs Field: Experiments with Off-Grid Renewable Energy Entrepreneurs in Rural Rwanda. Working Paper. 2020.

Authors: Rebecca A. Klege, Martine Visser, Manuel Barron and Rowan P. Clarke

Country of Study: Rwanda

Variable description

Variable Name	Description	Choices
ID	Experimental ID	
Education	Education of VLEs	
Educationcat	Categorized educational levels	1=Basic education 2=Secondary/Technical Institution 3=Diploma/Degree
Educainyears	Years of Education	
Maritalstat	Marital Status	
Female	Sex of respondent	1= Divorced, 2=married, 3=Single, 4 -Widowed
Risk_Switchpoint	Entrepreneurs switching points for risk game	
Cert_Equivalent_Risk	Certainty Equivalent of entrepreneurs' risk choices	
Cert_EquivalentRatio_Risk	Entrepreneurs calculated Certainty Equivalent Ratio based on switching points	
risk_numberofsafe_choices	Number of safe choices made in the game	
npersession	Number of participants per experimental session	
session	Experimental session identifier	
Village	Village of Entrepreneur	
District	District of Entrepreneur	1= Ruhango, 2=Rulindo
Age	Age of Entrepreneur	
GroupID	Experimental Group IDs	
Piece rate	Scores from competition game 1	
GroupNumberL	Number of participants per group	
Tournament	Scores from competition game 2	
Choicegame	Scores from competition game 3	
Tour1_winner	Winner of competition game 2	
Tour2_winner	Winner of competition game 3	
CompensationschemeL	Choice of plying a piece rate or a tournament game	
Increaseinperformance	Tournament -Piecerate	