



Carrot, stick or competition?
The relative effect of P4P schemes in
health care

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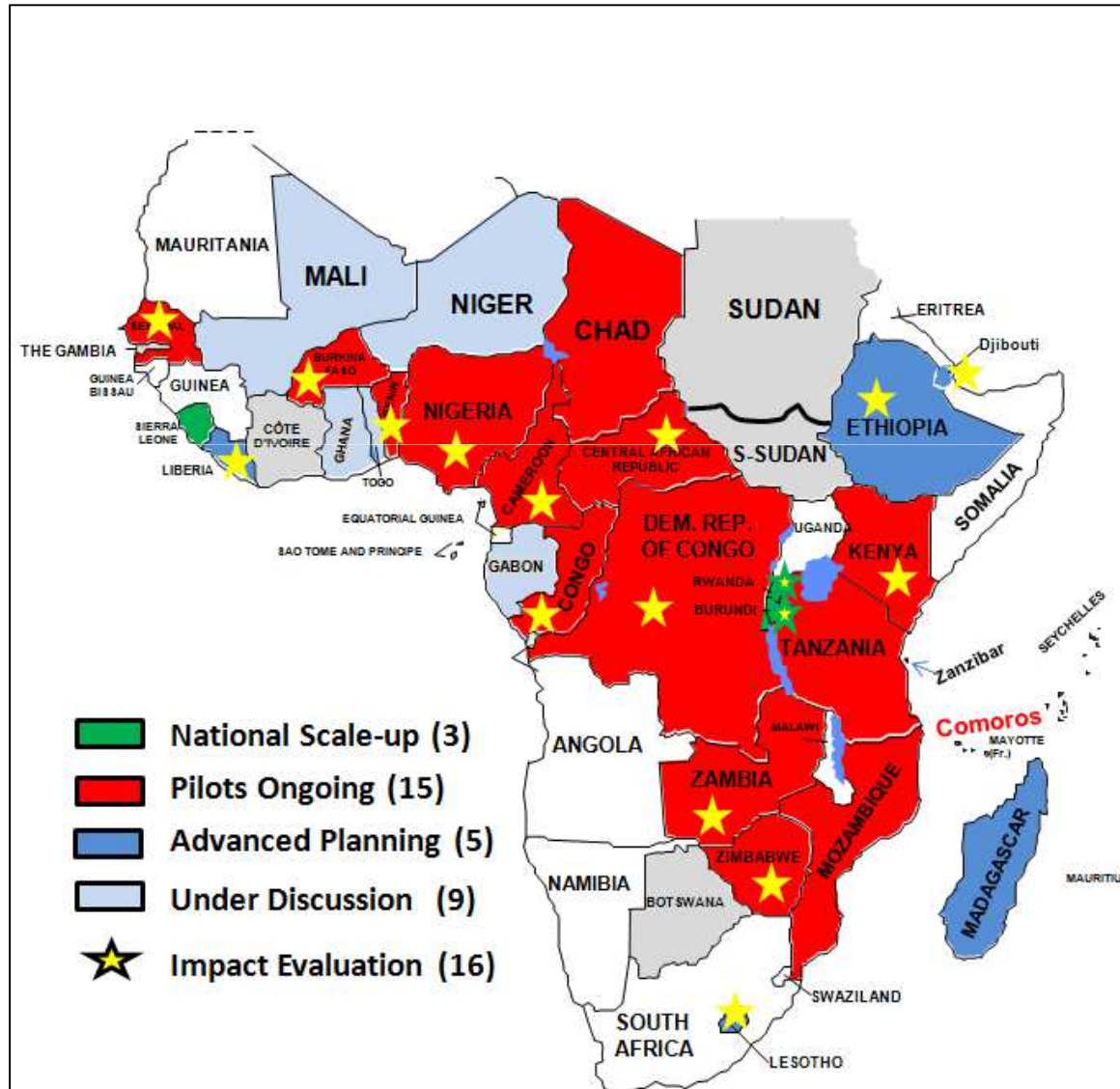
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Introduction



- Increasing interest in Pay for Performance
 - Payment conditional on pre-specified performance measure (input or process indicator of quality or efficiency of care ; sometimes outcomes)
- Currently in the UK:
 - Quality Outcomes Framework – GPs (multiple target bonuses)
 - Best Practice Tariffs – hospitals (bonuses)
 - Advancing Quality – hospitals (tournament, then bonus)
 - Non-payment for undesired outcomes – hospitals (fine for acute readmissions within 30 days)
 - and many more...
- Developing countries

Introduction



Motivation



- Lack of evidence on the relative impact of different designs of P4P schemes
 - Mixed evidence
 - Poor evaluations, lack of controls, self-selection, idiosyncratic context, etc.
 - Different levels of incentives
 - Complexity of P4P mechanisms
- Concerns about P4P in health
 - Intrinsic motivation
 - Altruistic physicians caring for patients
 - Type of tasks incentivised
 - Mechanical vs. creative/intellectual

P4P is not a unique intervention



- Basis for payment
 - Bonus
 - Fine
 - Tournament
 - Single, multiple targets
- Type of target
 - Absolute target
 - Relative improvement
 - One-off or thresholds
- Size of payment

Research questions



- What is the relative impact of tournaments, bonus and fine systems ?
 - On incentivised activity (quality of work – “mechanical” task)
 - On non-incentivised activity (diagnostic)?
- What is the impact of P4P scheme on the intellectual task?

Medical task



LABORATORY REPORT

REF. NUMBER 1

HAEMATOLOGY AND BIOCHEMISTRY RESULTS

Test	Result	Units	Reference Range
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Full Blood Count

RED BLOOD CELLS	3.2	$\times 10^{12}/L$	4.5 - 6.5
HAEMOGLOBIN	9.4	g/dL	13.8 - 18.8
HAEMATOCRIT	28.5	%	40 - 56
MCV	89.1	fL	79 - 100
MCH	29.4	pg	27 - 35
MCHC	33.0	g/dL	29 - 37
WHITE BLOOD CELLS	4.5	$\times 10^9/L$	4.0 - 12.0
PLATELETS	261	$\times 10^9/L$	150 - 450

U&E

SODIUM	142.0	mmol/L	135 - 150
POTASSIUM	5.1	mmol/L	3.5 - 5.1
CHLORIDE	102.3	mmol/L	98 - 107
BICARBONATE	23.1	mmol/L	21 - 29
UREA	2.5	mmol/L	2.1 - 7.1
CREATININE	88.1	$\mu\text{mol}/L$	80 - 115

Liver Function Test

BILIRUBIN - TOTAL	17.1	$\mu\text{mol}/L$	2 - 26
BILIRUBIN - CONJUGATED	5.7	$\mu\text{mol}/L$	1 - 7
ALT	10.5	IU/L	0 - 40
AST	24.6	IU/L	15 - 40
ALKALINE PHOSPHATASE	106.4	IU/L	53 - 128
TOTAL PROTEIN	70.5	g/L	60 - 80
ALBUMIN	40.8	g/L	35 - 50
GLOBULIN	29.7	g/L	19 - 35

Medical task



Remaining time [sec]: 588

In this period, you will be paid R105 irrespective of your performance.
 In addition, we will pay your chosen charity R0.20 for each number correctly entered and R1.50 for each diagnosis correctly identified.

Nb of correct entries so far: 0

Nb of correct diagnoses so far: 0

HAEMATOLOGY



Full Blood

U&E

Liver Function

LAB REPORT - DATA ENTRY		REF. NUMBER: 2	
		Data to be entered	Reference range
Full Blood Count			
	RED BLOOD CELLS	<input type="text"/>	4.5 - 6.5
	HAEMOGLOBIN	<input type="text"/>	13.8 - 18.8
	HAEMATOCRIT	<input type="text"/>	40 - 56
	MCV	<input type="text"/>	79 - 100
	MCH	<input type="text"/>	27 - 35
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U&E			
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	POTASSIUM	<input type="text"/>	3.5 - 5.1
	CHLORIDE	<input type="text"/>	98 - 107
	BICARBONATE	<input type="text"/>	21 - 29
	UREA	<input type="text"/>	2.1 - 7.1
	CREATININE	<input type="text"/>	80 - 115
Liver Function Test			
	BILIRUBIN - TOTAL	<input type="text"/>	2 - 26
	BILIRUBIN - CONJ.	<input type="text"/>	1 - 7
	ALT	<input type="text"/>	0 - 40
	AST	<input type="text"/>	15 - 40
	ALK. PHOS.	<input type="text"/>	53 - 128
	TOTAL PROTEIN	<input type="text"/>	60 - 80
	ALBUMIN	<input type="text"/>	35 - 50
	GLOBULIN	<input type="text"/>	19 - 35

RECORD DATA

Medical task



HAEMATOLOGY



Full Blood

U&E

Liver Function

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GLOBULIN	<input type="text"/>		19 - 35

RECORD DATA

1st step: DATA ENTRY

Simplified version of previous task

- Only one type of form (long)
- No opportunity for “over-servicing”

Medical task



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2nd step: FIND DIAGNOSIS corresponding to test results

- Choice of 13 diagnoses

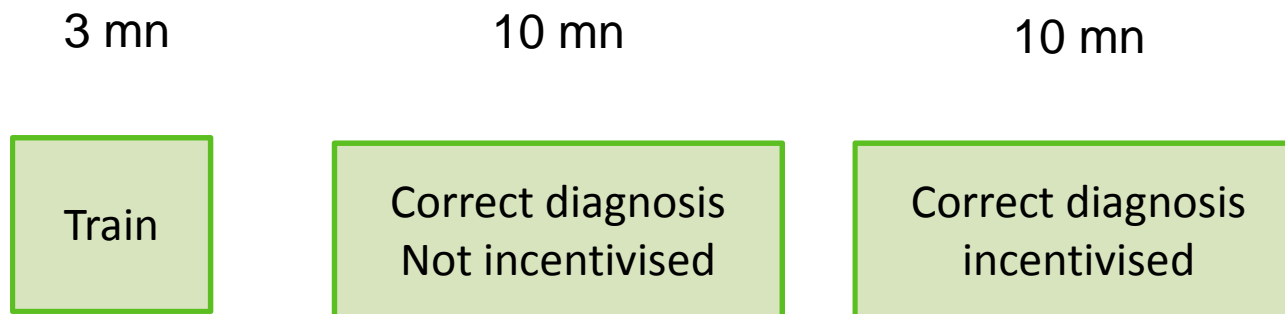
Based on the haematology and biochemistry results available for this patient, what would be your diagnosis?

Choose one diagnosis in the list below:

- Normal
- Cholestasis
- Acute Hepatitis
- Chronic Hepatitis
- Normocytic Anaemia
- Macrocytic Anaemia
- Microcytic Anaemia
- Thrombocytopaenia
- Leucocytosis
- Pancytopenia
- Hypokalaemia
- Acute Renal Failure
- Hyponatraemia

RECORD DIAGNOSIS and GO TO NEXT FORM

Within-subject design



- Diagnosis bonus: R7.50 (USD 0.70)
- Benefits to patients:
 - Choice of 6 charities providing care to poor patients (Cancer, TB, HIV)
 - R0.20 (USD 0.02) for each correct entry
 - R1.50 (USD 0.14) for each correct diagnosis (both periods)

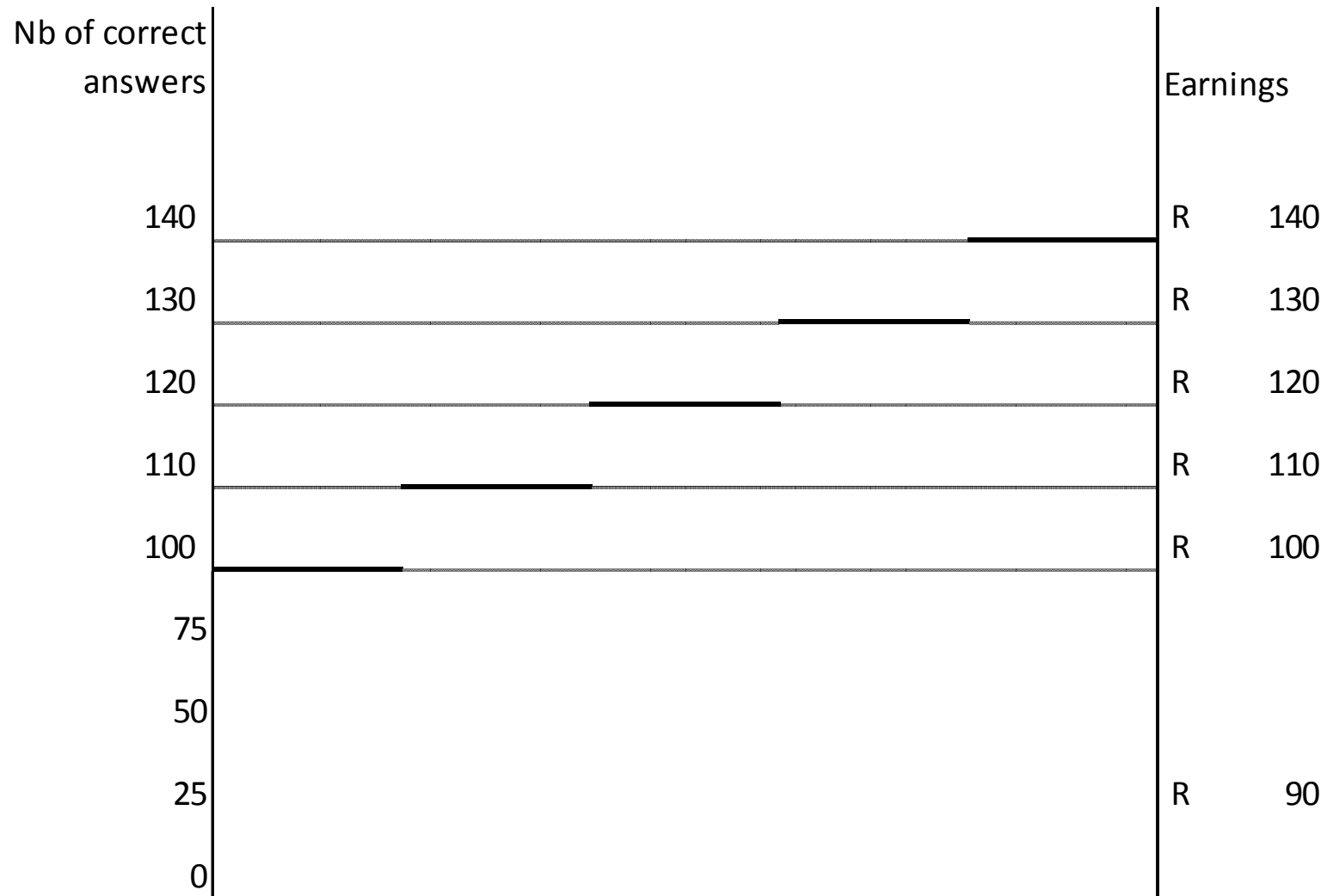
Between-subject design



Name	Fixed payment	P4P mechanism
Control	R105 (USD 9.9)	-
Bonus	R90 (USD 8.4)	R10 (USD 0.9) increments until R140
Fine	R140 (USD 13.1)	R10 (USD 0.9) increments down to R90
Tournament	R90 (USD 8.4)	R25 (USD 2.35) for top 20% performers

- Calibrating payments to make the different treatments income neutral
 - Based on analysis of average performance under salary in Medical Game
 - Recalibrated for 10mn task

Step functions for fine and bonus treatments



Subject characteristics



- 5th year Medical students (necessary for medical knowledge), University of Witwatersrand, Johannesburg
- 7 sessions run so far:

	Sample
Fixed payment only	N=30
Fixed payment + bonus (sliding scale)	N=30
Fixed payment + fine (sliding scale)	N=30
Fixed payment + bonus for top 20% performers	N=30

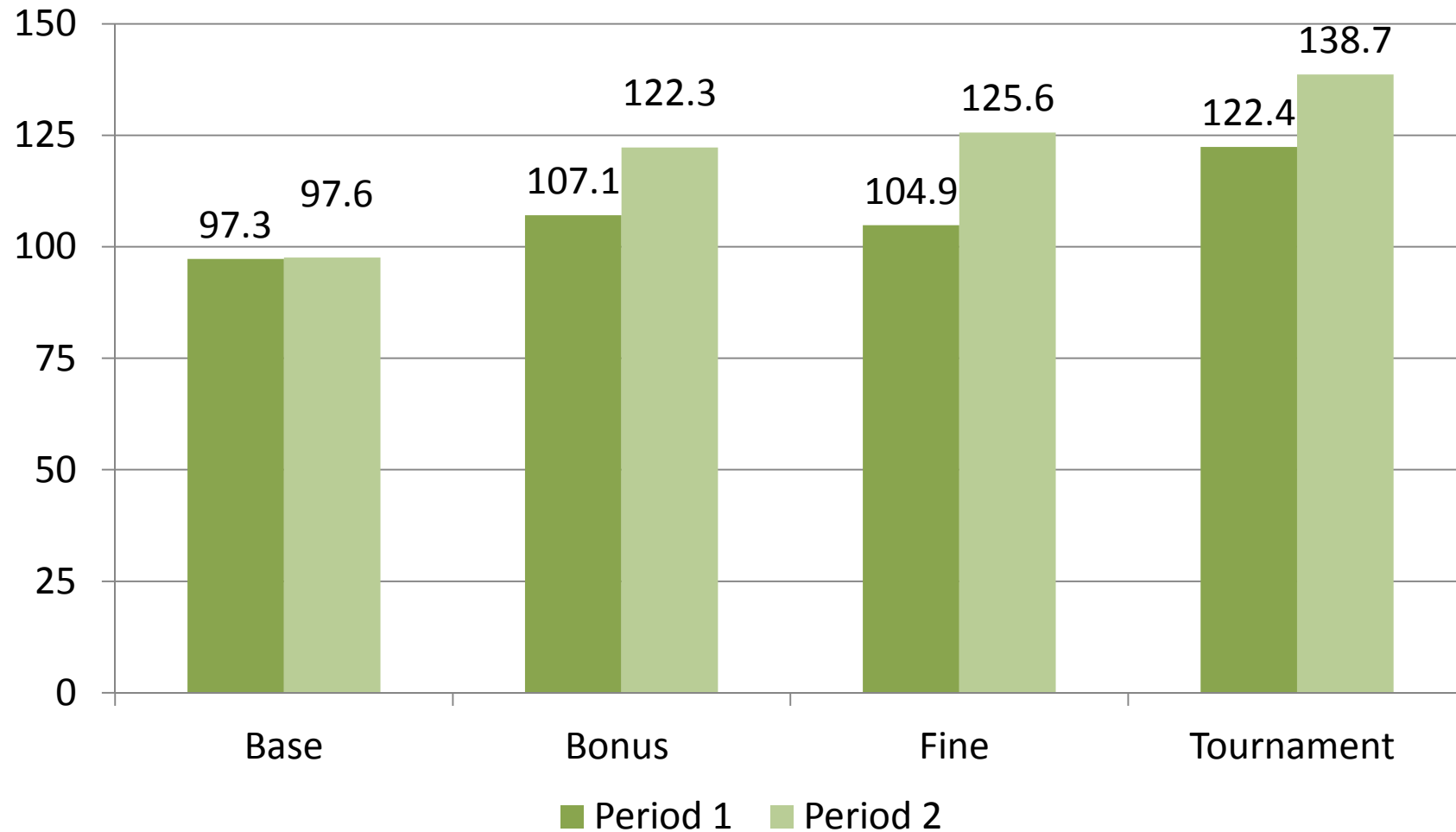
- Average payout/participant: R114.33 (USD 10.74)
- Total to charities: R3,317.70 (USD312)

Hypotheses

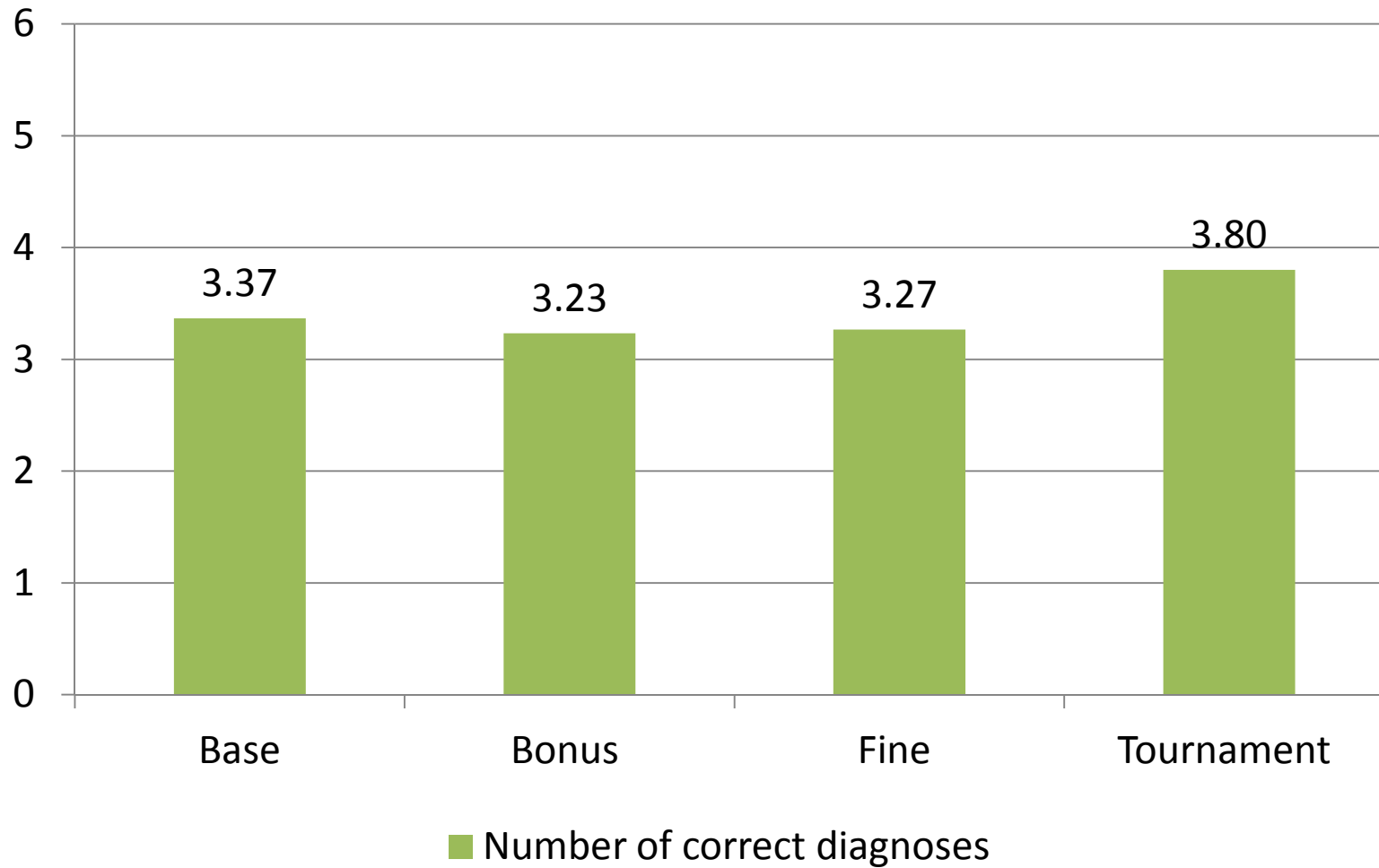


1. Fine treatment more effective than bonus (loss aversion)
2. Tournament most effective?
3. Potential negative impact on non-incentivised activities
4. Bonus not effective on intellectual task

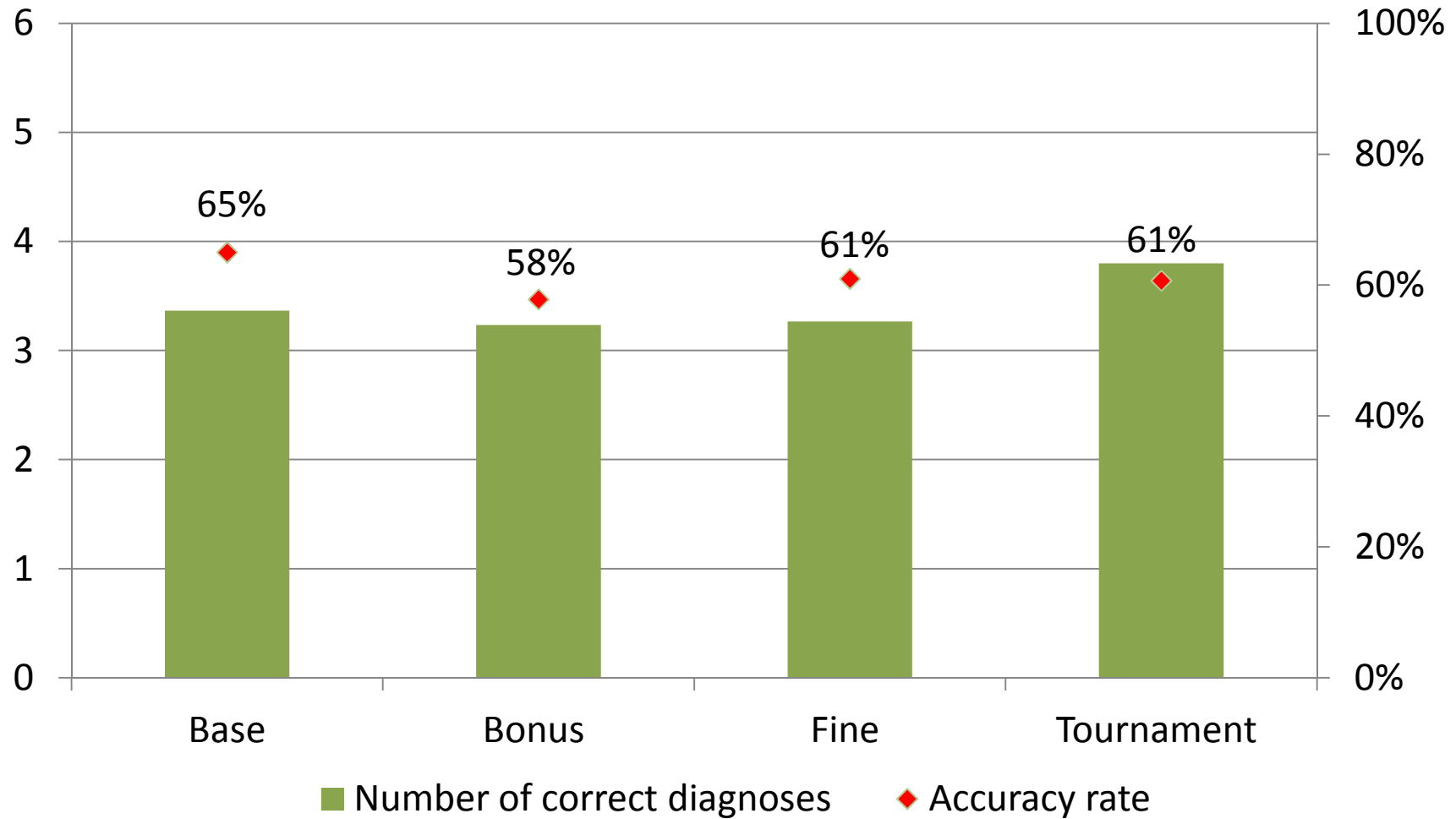
Number of correct entries made



Impact on non-incentivised activities



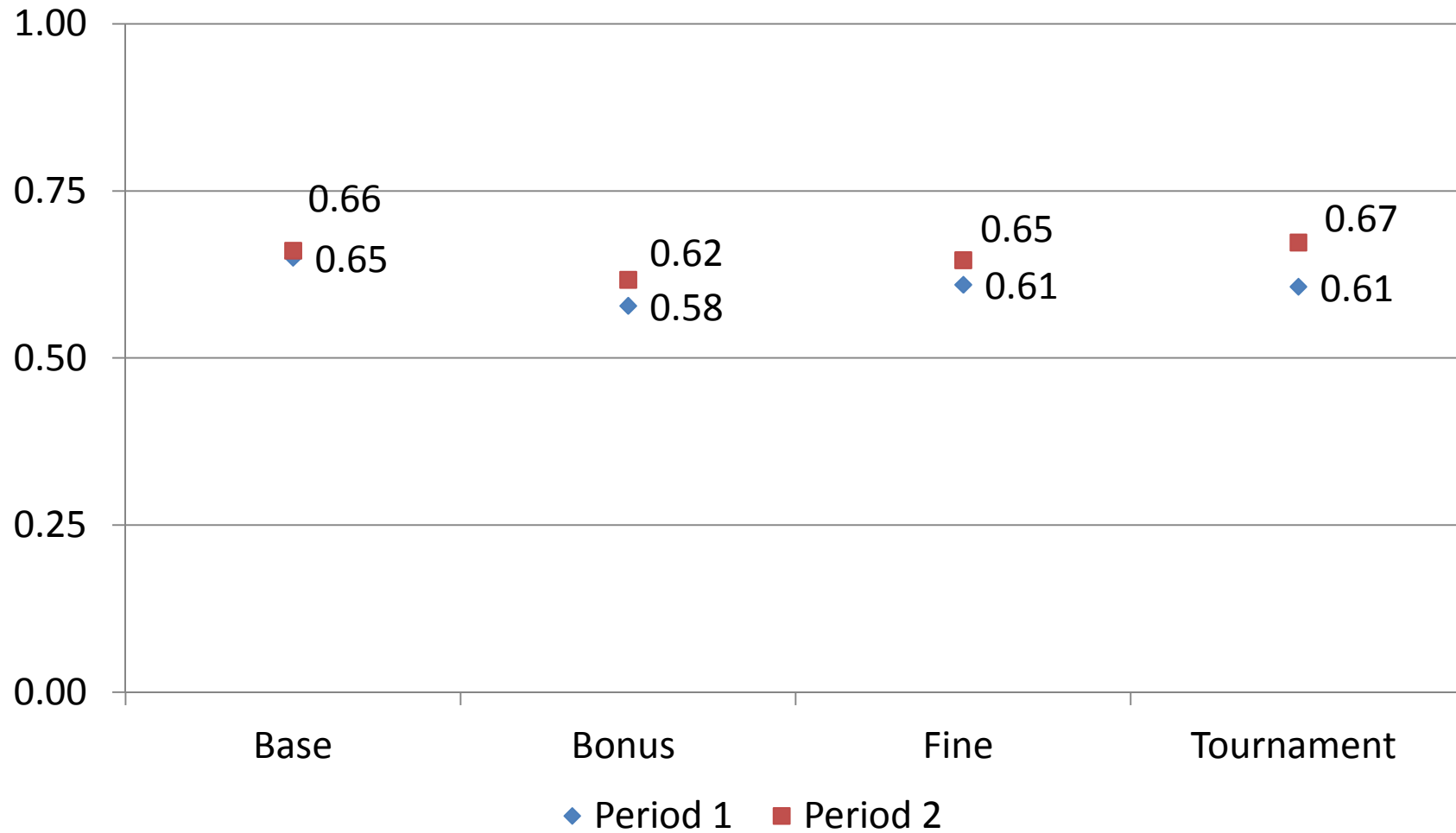
Impact on non-incentivised activities



Impact of bonus on 'intellectual' task



Impact on accuracy of diagnoses



Conclusions



1. Tournament most effective
 - Small setting, peer pressure and competition
2. No evidence that fine is more effective than bonus
 - Loss aversion not strong here
3. No evidence of detrimental effect on non-incentivised activities
 - Positive spill-out effect of effort? Intrinsic motivation?
4. Bonus effective on intellectual task
 - Not so “creative” task?



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Thank you