

# How do retail investors use order flow data?

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# Big Picture

## What is happening in the real world?

- Retail traders now play a **critical and growing role** in market volume
- Demand for **in-depth data products** is rising across heterogeneous providers
- How retail traders **value and use** such data remains largely **a black box**
- Understanding this is essential for **policy, market fairness, and data pricing**

## How can we study it?

- **Surveys**: easy, but subject to **hypothetical bias**
- **Field data**: realistic, but suffers from **selection into premium feeds**
- **Structural models**: informative, but rely on **strong assumptions**
- Ideal approach: a **randomized experiment** that varies data access cleanly

**This paper**: Implements exactly such a design through a randomized online experiment

# This Paper in a Nutshell

## Experimental Design

- Randomized online trading experiment with real-time price updates
- Participants trade with and without **order flow data**
- Treatments vary **data quality** (insider share  $\alpha$ ) and **data quantity** (arrival rate  $\lambda$ )
- Beliefs, trading behavior, and **willingness to pay** are measured pre- and post-trading

## Main Findings

- Retail traders **undervalue** data relative to a Bayesian benchmark
- They capture only a **small share** of the theoretical payoff value
- Data access slightly improves decisions but increases **over-trading**
- Data mitigates the **disposition effect**, mainly by increasing realized losses
- Overconfidence and “premium” framing inflate **willingness to pay**

## Comment 1: Limited Learning Time

- 30 minutes for all players to complete the game on the same day  $\implies$  willingness to pay (WTP) only before and after a very short game, 40 price updates  $\times$  8 sec each  $\approx$  320 sec, so it mainly captures initial experimentation rather than long run learning
  - Participants have limited time to develop usable heuristics that map order flow into profitable rules, which may naturally lower the observed value they extract from the data
- Real markets reveal value through subscription duration and upgrade or downgrade decisions, so the paper could emphasize that its estimates are a short run lower bound on the private value of data
- If possible, a follow-up game allowing players more time to “digest and learn” (e.g., 30 min vs 1 hour) could be informative

## Comment 2: Benchmark and Control Group

- The paper benchmarks human players against a **fully Bayesian trader** who uses both prices and order flow, which is a demanding and potentially unrealistic standard for many retail investors
  - For players who trade similarly to the Bayesian benchmark, are we truly capturing Bayesian updating, or are we observing patterns such as trend recognition or past performance chasing?
- **Alternative benchmarks** could include simple heuristic rules (for example trend following based on prices or order flow), and examining how close participants come to those
- **Control group**: Data access in both Round #1 and Round #2 or neither

## Comment 3: External Validity

- The experimental signal is a **clean buy or sell order stream** from bots with fixed data quality and quantity parameters, which is considerably simpler than real Level II data
  - Actual Level II feeds are **denser, faster, and noisier** with multiple price levels, cancellations, and cross-symbol activity
  - Players are told that the data contains *"informed traders who know the current state (they buy in good states and sell in bad states)"*, which may **inflate the perceived value of data access** in the game and may **not fully reflect real trading environments with messier signals**
- The authors might consider framing their treatment as **trade history inspired by Level II**, and explicitly discussing the **trade off between informativeness and complexity** when mapping results to real data subscriptions

## Other suggestions

- Add benchmark with **Player FE** and **Round FE** for all panel regressions (e.g., Table 6) to capture the **average treatment effect** of data access within players and rounds
- **Sequence of data rounds** seems important and needs more explanation:
  - Table 7: "**Data round is first**" drives stronger **realization of losses** (disposition effect)
  - Table 8: "**Data round is first**" leads to **less accurate beliefs**
- Consider another **overconfidence proxy**: difference between real performance and self-assessed NASA-TLX performance (Table 9)
- A **distribution figure** of final WTP as a percentage of trading assets would help readers/regulators understand **overall valuation of order flow data**
- Other minor comments ▶ [minor comments](#)

## Final Marks

- **Very interesting paper** with extremely careful implementation and experiment design
  - Clean causal identification
  - Novel findings: Data access mitigates the disposition effect at the cost of excessive trading
  - A paper that will benefit regulators and policy makers
- It would be helpful to:
  - Discuss (potentially improve) the limited learning time in the game and its impact on WTP estimation
  - Consider alternative benchmarks and if possible, add control groups
  - Elaborate on external validity and the informativeness–complexity tradeoff
- Good Luck!

## Minor Comments [◀ Back](#)

- Table 2 and text description do not match, "In Sessions I and III, there are few insiders ( $\alpha = 0.3$ )..." Need to double check the text
- Table 6 Column (7) missing obs and  $R^2$
- Table 5 caption misused comma in equation