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Choice and flexibility: Optimising decisions at retirement

Rationale for Retirement Behaviour
Working Party

London
25 November 2015

Agenda

- Background & Challenges
- A Retirement Game
- Discussion & Feedback



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The new retirement landscape

“the biggest change to UK pensions in almost a century”- George Osborne

Recap

- Prior to April 2015, DC pots in the UK, in general, had to be used to buy an annuity at retirement. Individuals had the relatively simple choices of:
 - When to convert their pot
 - How much tax free cash to take
 - What type of annuity to buy (fixed/index linked, single/joint life etc)
- From April 2015, there is no longer a requirement to buy an annuity, individuals can now:
 - Cash in 100% of their pension pot (25% tax free);
 - Drawdown from their pension pots;
 - Purchase an annuity; or
 - Combination of drawdown and annuitising.



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3

The new retirement landscape

Lots of risks



Actuarial risks

Mortality and longevity risk
Inflation
Investment
Model risk



Data risk

External risks

Mis-selling and fraud
Legislation changes, eg tax or pension changes



Individual risks

Risk of poverty in retirement
Risk of leaving nothing to dependants
Regret risk
Poor decisions



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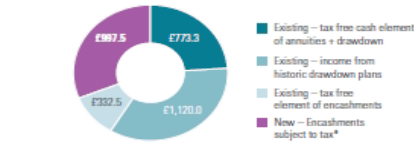
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The new retirement landscape

2015Q2 customer behaviours

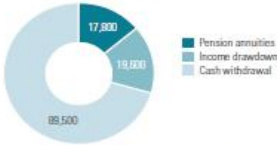
Initial ‘dash for cash’ has reduced, but too early to define ‘new normal’

Breakdown of cash withdrawal in Q2 2015 (£mil)

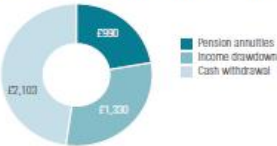


*This will include a small amount that could have been trivialised under the old rules, ensuring that the true impact of pension freedoms is seen less

Customer numbers taking their pension in Q2 2015



Value of monies taken from pensions in Q2 2015 (£mil)



Volume and value of cash withdrawals in Q2 2015

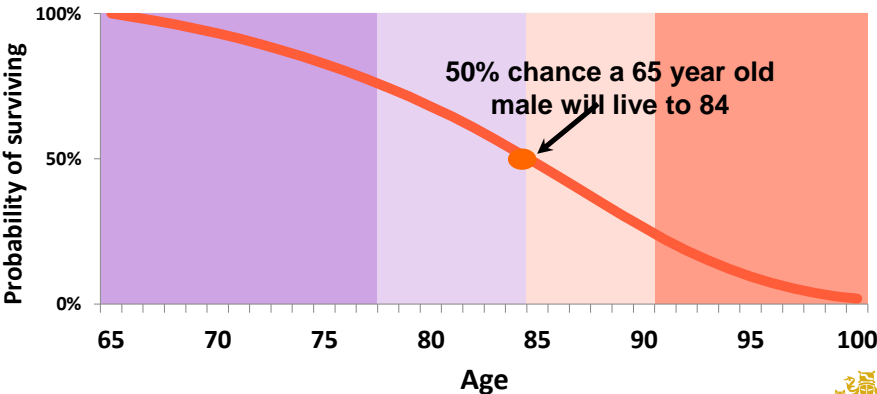


Source: ABI & KPMG, September 2015

The new retirement landscape

People don't die on time

Expected age of death for males aged 65

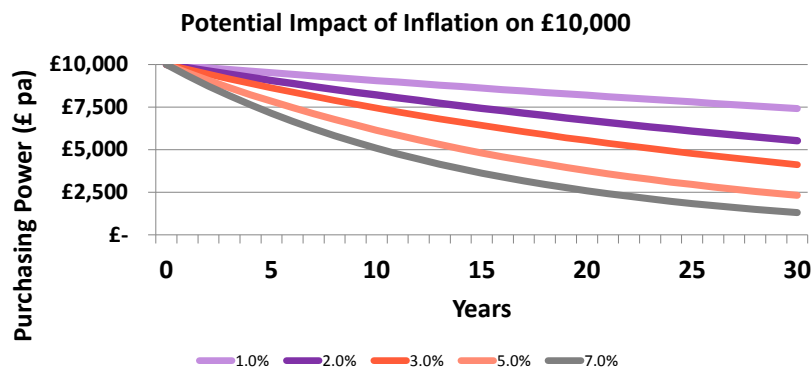


Significant variability in survival ages

SOURCE: ONS LIFE TABLES 2010-12

The new retirement landscape

Inflation can significantly erode your spending power...

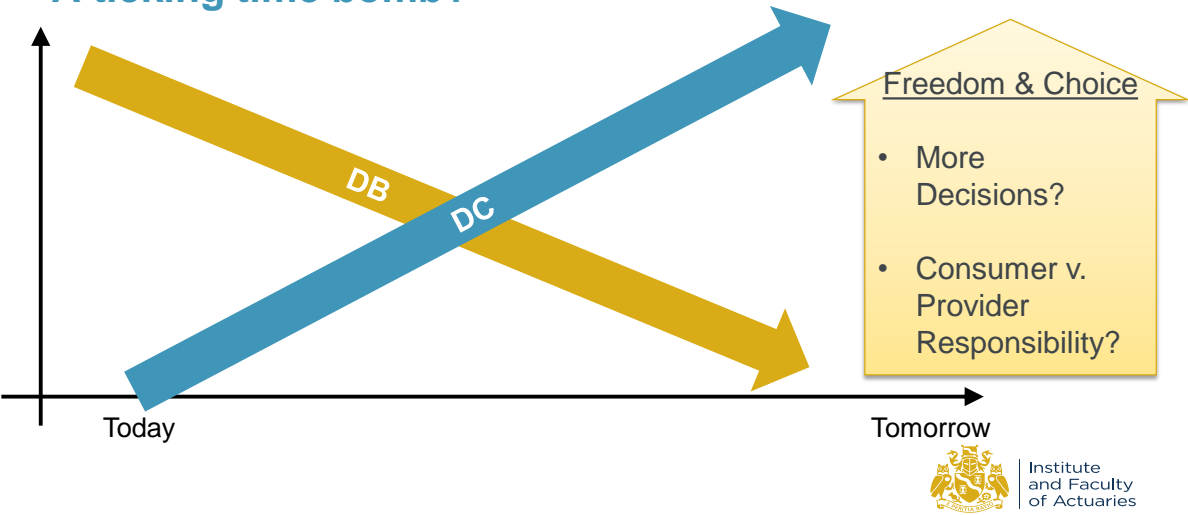


Even at 2% pa, could lose 1/3 of spending power in 20 years



7

More decisions... A ticking time bomb?



8



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Let's play a game



A retirement game

“Life is more fun if you play games” - Roald Dahl

Working Party aims

- Target those with no access to financial advice
- Build a game – ‘education through gamification’
- Developments – address biases / PensionWise / App ?

Background

- 300,000 people pa will be choosing what to do with their pension pots – could be biggest financial decision of their lives.
- Game is still relatively complex for end consumers, but still massively simplifies at-retirement decision making.
- Many people likely to make sub-optimal decisions largely due to behavioural biases.



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A retirement game

Your brief

- You are advising* an individual, Jo, on retirement decisions
- Age 65, single with no dependants and a DC fund of £100,000 (after taking and spending tax-free cash)
- Jo wants “*to beat an annuity*”

How you play the game

- Advise on two things:
 1. How much should Jo take as income or annuity over the next 10 years?
 2. How should Jo invest the balance?
- You revisit your advice every 10 years

* Assume you are suitable qualified and regulated to do so



11

A retirement game

Results

Some Key Points

- It's not possible to seek optimal solutions (don't know when you're going to die)...BUT...
- ...can we help people to avoid the worst decisions?
- People are likely to under-estimate their life expectancy and / or be inclined to “live for today”
- Decision-making is iterative not one-off
- Possible side-effect is that people will realise they cant afford to retire yet!



12

Impact of behavioural economics?

Our preferences are influenced by emotions and psychological experiences	Rules of thumb can lead to incorrect beliefs	We use decision-making short-cuts when assessing available information
Present bias e.g. spending on a credit card for immediate gratification Reference dependence and loss aversion e.g. believing that insurance added on to a base product is cheap because the base price is much higher Regret and other emotions e.g. buying insurance for peace of mind	Overconfidence e.g. excessive belief in one's ability to pick winning stocks Over-extrapolation e.g. extrapolating from just a few years of investment returns to the future Projection bias e.g. taking out a payday loan without considering payment difficulties that may arise in the future	Framing, salience and limited attention e.g. overestimating the value of a packaged bank account because it is presented in a particularly attractive way Mental accounting and narrow framing e.g. investment decisions may be made asset-by-asset rather than considering the whole investment portfolio Decision-making rules of thumb e.g. investment may be split equally across all the funds in a pension scheme, rather than making a careful allocation decision Persuasion and social influence e.g. following financial advice because an adviser is likeable



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Source: Applying behavioural economics at the Financial Conduct Authority, FCA April 2013

13

Discussion Working Party next steps

We welcome your input!

- Seek behavioural economics expertise
 - how to “frame” the game
 - research with live users to test decision-making biases and refine the game
- Liaison with interested parties (eg PensionWise, Citizens Advice, MAS, FCA, etc)
- Formal IFoA sign-off
- “Launch” (Web / App, etc)

Vision: help public make better / informed retirement choices
Focus on non advised customers with DC pots of say £50-250k



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14