

Mediated Persuasion

We study a game of strategic information design between a sender, who chooses state-dependent information structures, a mediator who can then garble the signals generated from these structures and a receiver who takes an action after observing the signal generated by the first two players. We characterize sufficient conditions for information revelation, and provide comparative statics with regard to the mediator's preferences, the number of mediators, and different informational arrangements. We also provide novel conceptual and computational insights about the set of feasible posterior beliefs that the sender can induce.