\*\*\*\*\*\*Main survey end\*\*\*\*\*\*

Inclusion of other in self 1 – people on your friends list (“friends”)

Inclusion of other in self 2 – people not on your friends list (“others”)

*Between subjects manipulation: all shapes in your ingroup or all shapes except violator is in-group*

Stealing animation 1 (standard: out-group/neutral)

* StealApp
* StealFeel
* StealNothApp
* StealRemarkApp
* StealTalkApp
* StealAvoidApp
* StealPhysPunApp

*Violator identity manipulations between subjects (friend/non-friend)*

**No externality but rule-breaking**

Note: for headphones and sleeping the manipulation is balanced (i.e. one is friend and one is non-friend, order randomly determined)

Classroom headphones

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

Sleeping in classroom.

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Indiscriminate externality and rule-breaking**

Singing in library

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Third party dependent externality and rule-breaking (no “offender”)**

InsultAppropriate – family member

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Third party dependent externality and rule-breaking (potentially an “offender”)**

Hitting another child

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

**Online norm-breaking** - Somebody puts a mocking response under your friend/non-friends

* App
* Emotions
* PunApp (x4: remark, avoid, nothing, talk)

\*\*\*Other potential suggestions

Stealing exam and copying it – negative externality and rule breaking

Boy steals another students bike and is heard bragging about it later

Students speaks to teacher in same way as talking to friends – no negative externality but rule breaking

[Norm breaking in the online setting]

Breaking something in the classroom -

**Potentially for large-scale roll-out**

Dictator game judgements

Environmental contribution setting judgements