

Limitation Labs (NARR)

written by

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## LEVEL 1

Section 1, the player stand infront of the Lab

### COMMENTARY

Hello! And welcome to the commentary section of the game. My name is Andrew the creator of limitation labs here to discuss what went into each section of the game as you run through it for a second time. Each time you see an icon such as the one floating in the middle of this area approach it to start the commentary. You are free to move through at your own pace but I recomend sticking near and hearing out each commentary as they are here to teach you about the ideas of Cognitive bias and what went into making the game the way it is. Thank you and enjoy!

Player moves inside the lab, first room

### COMMENTARY (CONT'D)

You made it inside, Welcome into limitation labs aptly named for the main design principal for each trial. That being cognitive bias'. Cognitive biases are unconscious errors in thinking that arise from problems related to memory, attention, and other mental mistakes. I intended to uses these short comings to try and trick you the player. It should be mentioned that this isn't an exact sience and a lot more factors go into this stuff so if you choose option not intended thats perfectly alright but please hear out the commentry and learn what could have influnced your deceion.

Player moves forward to hallways

### COMMENTARY (CONT'D)

If you recall or maybe you missed it there was a sign outside informing you to choose the right door. This was set up for the fist bias you are to encounter Anchoring bias.

(MORE)

## COMMENTARY (CONT'D)

Anchoring bias is a cognitive bias that causes us to rely too heavily on the first piece of information we are given about a topic. So on the topic of left or right Door the idea is that you were to select the right door even when presented additional information via the narrator.

Player moves forward to view the open doors

## COMMENTARY (CONT'D)

Maybe some more?!?!?!?!?!?

## LEVEL 2

The player enters the next area and walks into the main room

## COMMENTARY

Hello player and welcome to the second level of the game if you recall you are tasked with picking up various items and placing them in one of 3 slots. Here I intended to utilize two different bias to trick you twice. Proceed over to the slots in the wall for more information.

## COMMENTARY (CONT'D)

Here are the slots, now this is where we will encounter our next cognitive bias. Confirmation bias. The *confirmation bias* describes our underlying tendency to notice, focus on, and give greater credence to evidence that fits with our existing beliefs. Here you were not prompted or given any clue which slot is the good slot. Thus you will make your own belief on which is the right one. Something I intended to reinforce with an auditory cue

## NOISE

Play cue

## COMMENTARY

Which helps reinforce your belief. Over to the left of the slots you will see another commentary for the next bias present in this level.

## COMMENTARY (CONT'D)

Here was have the next bias and it's to do with this door. Did you walk through it? If you said yes you may have fallen victim to your own bounded rationality bias. *Bounded rationality* is a human decision-making process in which we attempt to satisfy, rather than optimize. In other words, we seek a decision that will be good enough, rather than the best possible decision. So when prompted to \*fill\* a slot for a door to open, the player, you, would be satisfied with the moment the door opens and go through it.

## LEVEL 3

Player enters the next level and begins to walk down the hall

## COMMENTARY (CONT'D)

Notice the lack of information or prompts of any kind for the puzzle as you walked these halls. This was intentionally done to really push this next bias to the limit that being Action bias. The *action bias* describes our tendency to favor action over inaction, often to our benefit. However, there are times when we feel compelled to act, even if there's no evidence that it will lead to a better outcome than doing nothing would. Our tendency to respond with action as a default, automatic reaction, even without solid rationale to support it, has been termed the action bias. Thus despite no indication whatsoever I believe you will still mess with this alluring puzzle instead of just opening the door. Did you? Hehehe proceed through the door to the next level.

## LEVEL 4

Player re enters the final halls and is present with the familiar two doors

COMMENTARY (CONT'D)

Back to level one this is where our original anchoring bias comes back but also a new bias referred to as ambiguity bias. The ambiguity effect is a cognitive bias that reflects our propensity to avoid choices that we perceive to be unclear or to lack necessary details. We abhor ambiguity, so we are more likely to choose a course of action where the likelihood of a particular beneficial outcome is known. Thus, in this sense it would lead you the player to take the left door. Did you? On another note did you notice the double entendre when the narrator suggested the right door? Which door did he really mean?