Model

the fast and frugal heuristics/extremity effect/speed-accuracy tradeoff

1. Introduction: extremity effect
2. The present research:
   1. two research questions: Why factor contributes to ratings; Rt-rating
   2. global dataset
3. Random forest: what influences ratings (trait, rt, country/region, stimulus type/race)
4. Bayesian hierarchical modeling: shorter rt – more extreme ratings
   1. Preprocessing of ratings
   2. Rt: Comparison of ex-Guassian, normal, poisson
   3. Three layer: race, region, trait
      1. Group-level slopes or intercepts
   4. Different three-layer model comparison?
5. Discussion

why this