INSTRUCTIONS

You are about to participate in an experiment on decision-making. What you earn depends partly on your decisions and partly on chance. Please turn off cell phones and similar devices now. Please do not talk or in any way try to communicate with other participants.

We will start with a brief instruction period. If you have any questions during this period, raise your hand, and your question will be answered so everyone can hear.

General Instructions

The experiment is separated into two parts. You will be given instructions for each part when it is reached.

Part 1:

1. In part 1, you will be asked to solve a series of quizzes. In each quiz, you will answer multiple choice questions on one of **6 topics**: Math, Verbal Reasoning, US Geography, Science and Technology, Pop Culture, and Sports and Video Games.

2. The order of the topics will be determined randomly.

3. You will see only one question at a time. Select an answer and then click the "Next" button to move on to the following question.

4. If you leave a question unanswered, it will be marked as incorrect. You will not be able to go back to that question once you click the "Next" button.

5. You will have **2 minutes for each quiz**. Once the time runs out, your answers will be submitted automatically.

6. At the end of the experiment, the computer will randomly select one topic (each chosen with equal probability), and you will be paid **$0.20** for each correct answer.

7. Your score on the quizzes will also affect how much you earn in part 2. The higher your score, the more likely you will be to make more money.

8. When you finish all six quizzes, there will be a short questionnaire that will not affect your payoff. Please answer all the questions as accurately as you can. You will have access to your answers from Part 1 when in Part 2, which can help you make better choices.

9. We will move on to Part 2 once everyone completes Part 1.

Part 2:

1. The task in this part will be repeated once for each topic from Part 1. For each task, you will make 11 choices.

2. In this part, you will choose one of 3 gambles and see 10 outcomes for the one you choose. Each outcome will be either a success or a failure, and the probability with which each of them is a success is determined by 3 factors:
    a. **Your score** on the quiz for the corresponding topic,
    b. A randomly chosen **success rate**,
    c. **Your choice** of a gamble.

3. Your score is either **Low** (if it is 5 or less), **Mid** (if it is between 6 and 15), or **High** (if it is 16 or more). You will not know your actual score, but you will be reminded of the guess you made in part 1.

4. The success rate will be chosen randomly by the computer, and it can be **Rate A, B, or C.** Each is drawn with an equal chance (⅓ chance each), but you will not know which one was drawn. The rate is drawn once, at the beginning of the task, and stays fixed throughout.

5. To maximize the chance of success, you should choose the gamble that matches the underlying success rate:
    a. Gamble A maximizes the probability of a success when the rate is A,
    b. Gamble B maximizes the probability of success when the rate is B and
    c. Gamble C maximizes the probability of success when the rate is C.

6. After 11 gamble choices, the task will change to the next topic. This means that the probability of success for this new task will be determined by the following:
    a. The **score** you received on the **quiz for the corresponding topic** and
    b. a **new draw of the rate** (A, B, or C)

7. At the end of the experiment, the computer will randomly pick one of the topics, and you will be paid **$0.20** for each success. (For each topic, there will be 110 outcomes: 10 outcomes for each of the 11 choices you made).

8. We will now go over the details of the probability of success. They are described by the tables in the back.

9. Three **tables** describe the probabilities. Each table corresponds to one of the score levels: Low, Mid, and High.

10. Each of the **columns** within the matrix corresponds to one of the success rates. You do not know which was drawn, but the gambles' outcomes can help you determine the rate.

11. You will choose a **Row.**

12. In order to enter your choice of a gamble, you will first need to choose which matrix you want to see. If you choose a matrix that does not correspond to your score, the probabilities in the table will not match the probabilities with which the outcomes are successful.

13. The outcomes will be generated using:
    a. your actual **score** (table), which you do not know for certain,
    b. the **gamble** (row) that you chose, and
    c. the **rate** (column), which you also don't know.

If your **score is Low** (between 0 and 5):

	Rate A	Rate B	Rate C
Gamble A	20%	25%	40%
Gamble B	7%	30%	45%
Gamble C	2%	20%	50%

If your **score is Mid** (between 6 and 15):

	Rate A	Rate B	Rate C
Gamble A	40%	45%	65%
Gamble B	30%	65%	69%
Gamble C	5%	50%	80%

If your **score is High** (16 or more):

	Rate A	Rate B	Rate C
Gamble A	45%	55%	75%
Gamble B	35%	69%	80%
Gamble C	25%	65%	98%

Part 2:

1. The task in this part will be repeated once for each topic from Part 1. For each task, you will make 11 choices.

2. In this part, you will choose one of 3 gambles and see 10 outcomes for the one you choose. Each outcome will be either a success or a failure, and the probability with which each of them is a success is determined by 3 factors:
    a. **The score of another participant** on the quiz for the corresponding topic,
    b. A randomly chosen **success rate**,
    c. **Your choice** of a gamble.

3. The other participant's score is either **Low** (if it is 5 or less), **Mid** (if it is between 6 and 15), or **High** (if it is 16 or more). You will not know the score but will be reminded of your guess in part 1.

4. The success rate will be chosen randomly by the computer, and it can be **Rate A, B, or C.** Each is drawn with an equal chance (⅓ chance each), but you will not know which one was drawn. The rate is drawn once, at the beginning of the task, and stays fixed throughout.

5. To maximize the chance of success, you should choose the gamble that matches the underlying success rate:
    a. Gamble A maximizes the probability of a success when the rate is A,
    b. Gamble B maximizes the probability of success when the rate is B and
    c. Gamble C maximizes the probability of success when the rate is C.

6. After 11 gamble choices, the task will change to the next topic. This means that the probability of success for this new task will be determined by the following:
    a. The **score** the other participant got on the **quiz for the corresponding topic**
    b. A **new draw of the rate** (A, B, or C)

7. At the end of the experiment, the computer will randomly pick one of the topics, and you will be paid **$0.20** for each success. (For each topic, there will be 110 outcomes: 10 outcomes for each of the 11 choices you made).

8. We will now go over the details of the probability of success. They are described by the tables in the back.

9. Three tables describe the probabilities. Each table corresponds to one of the score levels: Low, Mid, and High.

10. Each of the **columns** within the matrix corresponds to one of the success rates. You do not know which one was drawn, but the gambles' outcomes can help you determine the rate.

11. You will choose a **Row.**

12. In order to enter your choice of a gamble, you will first need to choose which matrix you want to see. If you choose a matrix that does not correspond to your score, the probabilities in the table will not match the probabilities with which the outcomes are successful.

13. Once you enter a choice, the 10 outcomes will be generated using the following:
    d. your actual **score** (matrix), which you do not know for certain,
    e. the **gamble** (row) that you chose, and
    f. the **rate** (column), which you also don't know.

If the **other participant's score is Low**(5 or less):

	Rate A	Rate B	Rate C
Gamble A	20%	25%	40%
Gamble B	7%	30%	45%
Gamble C	2%	20%	50%

If the **other participant's score is Mid** (between 6 and 15):

	Rate A	Rate B	Rate C
Gamble A	40%	45%	65%
Gamble B	30%	65%	69%
Gamble C	5%	50%	80%

If the **other participant's score is High** (16 or more):

	Rate A	Rate B	Rate C
Gamble A	45%	55%	75%
Gamble B	35%	69%	80%
Gamble C	25%	65%	98%

Screen walk-through script:

This is the screen where you will enter your choices of gambles.

First, you must choose the matrix that you want to see. Whatever matrix you choose to see does not change the probabilities with which the gables are a success.

Then, you must choose a gamble (which corresponds to a row). The computer will draw 10 outcomes for that gamble using the probability in the chosen row and the column corresponding to the rate for this task.

On the right, you can choose to see either the total count of successes and failures for each gamble or the detailed history. That is the number of successes and failures for each of your choices.

The rate will be drawn again for the next task, corresponding to the next quiz topic. And you will repeat this process.