Survey Flow

Embedded Data
PROLIFIC_PIDValue will be set from Panel or URL.
High = £4.00
Low = £1.00
Safe = £2.00
ColorHigh = dark blue
ColorLow = light blue
Mobile = 0

Branch: New Branch
If
If Device Type Is Mobile

Embedded Data
Mobile = 1

End Survey: Advanced

Standard: Consent form (2 Questions)

Branch: New Branch
If
If Statement of consent In this study, you will be asked to make choices. You will also be asked t... I don't agree to participate Is Selected

End Survey: Advanced

Standard: Part 1 Intro (12 Questions)

Embedded Data
SpinClicks = ${e://Field/SpinClicks}
PracticeCorr = ${e://Field/PracticeCorr}
PracticeIncorr = ${e://Field/PracticeIncorr}

Standard: Trial 1 (12 Questions)

Embedded Data
noMistake1 = -999
Embedded Data
noMistake2 = -999

Branch: New Branch
If
If Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... I SPIN the selected wheel. Is Not Selected
Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. Is Not Selected

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... I DON'T SPIN the selected wheel. Is Selected

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Low}. Is Selected

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Safe}. Is Selected

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. Is Selected

Else If

If Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... I DON'T SPIN the selected wheel. Is Not Selected

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Safe}. Is Not Selected

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... I SPIN the selected wheel. Is Selected

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Low}. Is Selected

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. Is Selected

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. Is Selected

Else If

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... Each wheel is equally likely to be selected. Is Not Selected

Or Click to write the question text I can't influence the chance that a particular wheel is selected. Is Not Selected

Or Click to write the question text I get to spin the selected wheel only if it's not in the grayed out area. Is Not Selected

Or Click to write the question text If I get to spin the selected wheel, it is equally likely to land on each sector. Is Not Selected

Or Click to write the question text My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}. Is Not Selected

Standard: Trial 2 (10 Questions)

Embedded Data

noMistake1 = 0

noMistake2 = 0

Branch: New Branch

If

If noMistake1 Is Not Equal to 0

Embedded Data

noMistake1 = 1

Branch: New Branch

If

If Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... I SPIN the selected wheel. Is Not Displayed

And noMistake1 Is Not Equal to 1

Else If

If Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... I SPIN the selected wheel. Is Displayed

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... I SPIN the selected wheel. Is Selected

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. Is Selected

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... I DON'T SPIN the selected wheel. Is Not Selected

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... My bonus is ${e://Field/Low}. Is Not Selected

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... My bonus is ${e://Field/Safe}. Is Not Selected

And Your answer below is not correct. You can give it another try. Comprehension Question 1 Consi... My bonus is ${e://Field/Low} if the selected

wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. Is Not Selected

Embedded Data
noMistake2_1 = 1

Branch: New Branch
If
If Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... I DON'T SPIN the selected wheel. Is Not Displayed
And noMistake1 Is Not Equal to 1
Else If
If Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... I DON'T SPIN the selected wheel. Is Displayed
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... I DON'T SPIN the selected wheel. Is Selected
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... My bonus is ${e://Field/Safe}. Is Selected
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... I SPIN the selected wheel. Is Not Selected
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... My bonus is ${e://Field/Low}. Is Not Selected
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. Is Not Selected
And Your answer below is not correct. You can give it another try. Comprehension Question 2 Consi... My bonus is ${e://Field/Low} if the selected

wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. Is Not Selected

Embedded Data
noMistake2_2 = 1

Branch: New Branch
If
If Your answer(s) below is (are) not correct. You can give it another try. Comprehension Question... Each wheel is equally likely to be selected. Is Displayed
And Your answer(s) below is (are) not correct. You can give it another try. Comprehension Question... Each wheel is equally likely to be selected. Is Selected
And Click to write the question text I can't influence the chance that a particular wheel is selected. Is Selected
And Click to write the question text I get to spin the selected wheel only if it's not in the grayed out area. Is Selected
And Click to write the question text If I get to spin the selected wheel, it is equally likely to land on each sector. Is Selected
And Click to write the question text My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}. Is Selected
Else If
If Your answer(s) below is (are) not correct. You can give it another try. Comprehension Question... Each wheel is equally likely to be selected. Is Not Displayed
And noMistake1 Is Not Equal to 1

Embedded Data
noMistake2_3 = 1

Branch: New Branch
If
If noMistake2_1 Is Equal to 1
And noMistake2_2 Is Equal to 1
And noMistake2_3 Is Equal to 1

Embedded Data
noMistake2 = 1

Branch: New Branch
If
If noMistake1 Is Equal to 1
Or noMistake2 Is Equal to 1

Standard: Part 2 Intro (4 Questions)

Embedded Data
Sequence = ${e://Field/Sequence}

Branch: New Branch
If
If Sequence Is Equal to 1

Standard: Left_skew (3 Questions)
Standard: Uniform (3 Questions)
Standard: Right_skew (3 Questions)

Branch: New Branch
If
If Sequence Is Equal to 2

Standard: Uniform (3 Questions)
Standard: Right_skew (3 Questions)
Standard: Left_skew (3 Questions)

Branch: New Branch
If
If Sequence Is Equal to 3

Standard: Right_skew (3 Questions)
Standard: Left_skew (3 Questions)
Standard: Uniform (3 Questions)

Branch: New Branch
If
If Sequence Is Equal to 4

Standard: Left_skew (3 Questions)
Standard: Right_skew (3 Questions)
Standard: Uniform (3 Questions)

Branch: New Branch
If
If Sequence Is Equal to 5

Standard: Right_skew (3 Questions)
Standard: Uniform (3 Questions)
Standard: Left_skew (3 Questions)

Branch: New Branch
If
If Sequence Is Equal to 6

Standard: Uniform (3 Questions)

Standard: Left_skew (3 Questions)
Standard: Right_skew (3 Questions)

Embedded Data
PracticeMapLCorr = ${e://Field/PracticeMapLCorr}
PracticeMapLIncorr = ${e://Field/PracticeMapLIncorr}
PracticeMapUCorr = ${e://Field/PracticeMapUCorr}
PracticeMapUIncorr = ${e://Field/PracticeMapUIncorr}
PracticeMapRCorr = ${e://Field/PracticeMapRCorr}
PracticeMapRIncorr = ${e://Field/PracticeMapRIncorr}

Standard: Ambiguity aversion (5 Questions)

Embedded Data
PracticeMapAmbigCorr = ${e://Field/PracticeMapAmbigCorr}
PracticeMapAmbigIncorr = ${e://Field/PracticeMapAmbigIncorr}

Standard: CRT_adapted (5 Questions)
Standard: Risk + degree (3 Questions)
Standard: Aspiration (4 Questions)

Block Randomizer: 1 - Evenly Present Elements

Standard: Anchoring_HighSun_LowTemp (7 Questions)
Standard: Anchoring_LowSun_HighTemp (7 Questions)

Standard: Optimism (4 Questions)
Standard: Sensation_seeking (2 Questions)
Standard: Resolution (4 Questions)

Embedded Data
PaidDecisionLUR = ${e://Field/Decision}
Chances = ${e://Field/Chances}
PaidMAP = ${e://Field/PaidMAP}

Branch: New Branch
If
If Chances Is Less Than ${e://Field/PaidMAP}

Embedded Data
Bonus = 2

Branch: New Branch
If
If Chances Is Greater Than or Equal to ${e://Field/PaidMAP}

Standard: Spin (2 Questions)

Embedded Data

SectorColor = ${e://Field/SectorColor}
Bonus = ${e://Field/Bonus}
TryOutClicks = ${e://Field/TryOutClicks}

Standard: Success (3 Questions)

Branch: New Branch
If
If noMistake1 Is Not Equal to 1
And noMistake2 Is Not Equal to 1

Standard: Failed_both_trials (3 Questions)

Page Break

Start of Block: Consent form

consent **Statement of consent** In this study, you will be asked to make decisions. You will also be asked to answer comprehension questions, reasoning questions, and questions about yourself. Your data will remain anonymous in accordance with GDPR (the European Union's personal data protection law).
This study follows the guidelines of the BEELab at Maastricht University. This means that all information you receive during the study is truthful. To continue, please select "I agree to participate".

- ○ I agree to participate (1)
- ○ I don't agree to participate (0)

Q2 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Consent form

Start of Block: Part 1 Intro

id Before you start, please switch off your phone/e-mail/music so you can focus on this study.
Thank you!

Please enter your Prolific ID:

_____

Q4 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

Q5 **Part 1**

This part explains what the study is about and presents examples. We will test your understanding of the situation with some questions.

To continue to Part 2, you have to answer these questions correctly.

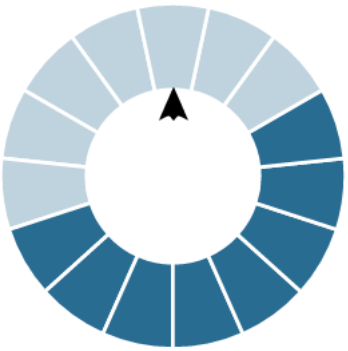
Q6 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Q7 Click to write the question text
Browser (1)
Version (2)
Operating System (3)
Screen Resolution (4)
Flash Version (5)
Java Support (6)
User Agent (7)

Page Break

JS

Q8 Consider a wheel of fortune like the one below. The wheel is equally likely to land on each sector. The pointer indicates the result: it's the sector which ends up at 12 o'clock when the wheel stops spinning. Give it a try!



Spin the wheel!

Q9 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

JS

Q10
In Part 2, you will see more such wheels. All wheels have **15 sectors** in total, which are either ${e://Field/ColorLow} or ${e://Field/ColorHigh}. The number in the middle is the **number of ${e://Field/ColorHigh} sectors** in a wheel.

Below is an example with five wheels.

One of the wheels will be randomly selected. Each wheel is **equally likely to be selected**. If the selected wheel is spun, it is **equally likely to land on each sector**.

You will have the following options for your bonus:

DON'T SPIN	You don't spin the selected wheel. Your bonus is ${e://Field/Safe}..
SPIN	You spin the selected wheel. Your bonus is ${e://Field/High} if the wheel lands on ${e://Field/ColorHigh}, and ${e://Field/Low} if it lands on ${e://Field/ColorLow}.

Let us consider some examples. If the selected wheel has

- 15 ${e://Field/ColorHigh} sectors, if you **SPIN** it your bonus is ${e://Field/High} for sure. If you **DON'T SPIN** it, you are guaranteed to receive ${e://Field/Safe}.
- 0 ${e://Field/ColorHigh} sectors, if you **DON'T SPIN** it you are guaranteed ${e://Field/Safe}. If you **SPIN** it, your bonus is ${e://Field/Low} for sure.

Without knowing which wheel has been selected, you will be asked which wheels you want to **SPIN** for your bonus, and which ones you **DON'T** want to **SPIN**.

Q11 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

JS *

practice

You will be asked the following question:

Which wheels do you prefer to SPIN for your bonus?

I prefer to SPIN wheels which have at ☐ *least ${e://Field/ColorHigh} sectors.*

*If the randomly selected wheel has **fewer than … ${e://Field/ColorHigh}** **sectors**, I **DON'T SPIN** it. I receive ${e://Field/Safe}.*
*If the randomly selected wheel has **… or more ${e://Field/ColorHigh}** **sectors**, I **SPIN** it. I receive ${e://Field/High} if the wheel lands on ${e://Field/ColorHigh}, and ${e://Field/Low} if it lands on ${e://Field/ColorLow}.*

JS

Q13 You can **practice** by introducing integers between 0 and 15 in the box above. When you introduce a number, all wheels with fewer ${e://Field/ColorHigh} sectors than your answer will be grayed out, indicating that you prefer DON'T SPIN for those wheels. The wheels with the same number or more ${e://Field/ColorHigh} sectors than your answer will not be affected, indicating that you prefer SPIN if one of those wheels is selected.

At the end of the study you will be told which wheel has been selected. Its number of ${e://Field/ColorHigh} sectors will be compared to your answer, and your bonus will be determined by the relevant option (SPIN or DON'T SPIN).

Your **input on this screen** is simply for you to practice and it **doesn't affect your bonus**. You **don't have to memorize** this explanation: a non-interactive version like the one linked below under "View explanation" will be available whenever relevant.

View explanation

Q14 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Part 1 Intro

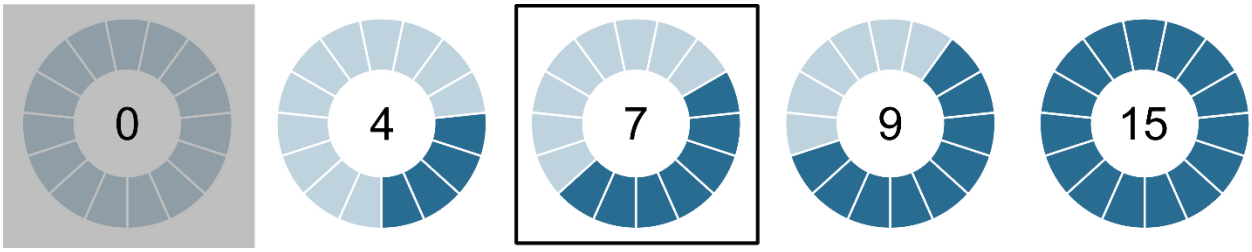
Start of Block: Trial 1

Q15
The comprehension questions will start on the next screen.

Q16 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

comp1First



Comprehension Question 1

Consider the wheels above. Let's assume you stated that you want to SPIN wheels with at least 3 ${e://Field/ColorHigh} sectors for your bonus. For this reason, wheels with fewer than 3 ${e://Field/ColorHigh} sectors are grayed out. The wheel with 7 ${e://Field/ColorHigh} sectors has been randomly selected (the wheel with a black border).

Please select **all that apply**.

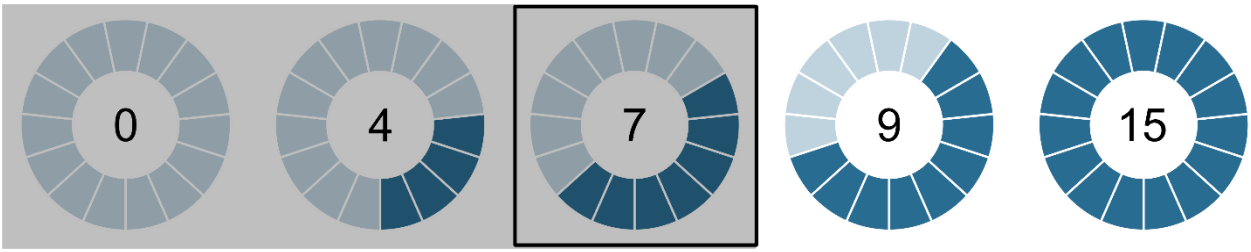
View explanation

- [ ] I DON'T SPIN the selected wheel. (1)
- [ ] I SPIN the selected wheel. (2)
- [ ] My bonus is ${e://Field/Low}. (3)
- [ ] My bonus is ${e://Field/Safe}. (4)
- [ ] My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. (5)
- [ ] My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. (6)

Q18 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

comp2First



Comprehension Question 2

Consider the wheels above. Let's assume you stated that you want to SPIN wheels with at least 8 ${e://Field/ColorHigh} sectors for your bonus. For this reason, wheels with fewer than 8 ${e://Field/ColorHigh} sectors are grayed out. The wheel with 7 ${e://Field/ColorHigh} sectors has been randomly selected (the wheel with a black border).

Please select **all that apply**.

View explanation

- [ ] I DON'T SPIN the selected wheel. (1)
- [ ] I SPIN the selected wheel. (2)
- [ ] My bonus is ${e://Field/Low}. (3)
- [ ] My bonus is ${e://Field/Safe}. (4)
- [ ] My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. (5)
- [ ] My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. (6)

Q20 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

comp3First Comprehension Question 3

Please select the correct statement from each of the following pairs.

View explanation

- Each wheel is **equally likely** to be selected. (1)
- Some wheels are **more likely** to be selected than others. (0)

---

comp4First

- I **can** influence the chance that a particular wheel is selected. (0)
- I **can't** influence the chance that a particular wheel is selected. (1)

---

comp5First

- I get to spin the selected wheel **regardless of** whether it is in the grayed out area or not. (0)
- I get to spin the selected wheel **only if** it's not in the grayed out area. (1)

---

comp6First

- If I get to spin the selected wheel, it is **equally likely** to land on each sector. (1)
- If I get to spin the selected wheel, it is **more likely** to land on sectors which are initially around 12 o'clock. (0)

---

comp7First

My bonus is ${e://Field/High} if the selected wheel is in the **grayed out** area and the selected wheel lands on **${e://Field/ColorLow}**. (0)

My bonus is ${e://Field/High} if the selected wheel is in the **non-grayed out** area and the selected wheel lands on **${e://Field/ColorHigh}**. (1)

Q26 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Trial 1

Start of Block: Trial 2

Display This Question:

If Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... != I SPIN the selected wheel.

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... != My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}.

Or If

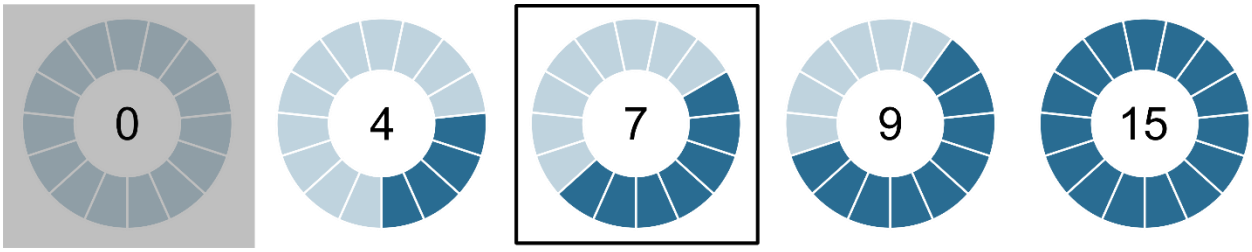
Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... = I DON'T SPIN the selected wheel.

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/Low}.

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/Safe}.

Or Comprehension Question 1 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}.

comp1Sec
Your answer below is not correct. You can give it another try.



Comprehension Question 1
Consider the wheels above. Let's assume you stated that you want to SPIN wheels with at least 3 ${e://Field/ColorHigh} sectors for your bonus. For this reason, wheels with fewer than 3 ${e://Field/ColorHigh} sectors are grayed out. The wheel with 7 ${e://Field/ColorHigh} sectors has been randomly selected (the wheel with a black border).

Please select **all that apply**.

View explanation

- ☐ I DON'T SPIN the selected wheel. (1)
- ☐ I SPIN the selected wheel. (2)
- ☐ My bonus is ${e://Field/Low}. (3)
- ☐ My bonus is ${e://Field/Safe}. (4)
- ☐ My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. (5)
- ☐ My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. (6)

Q28 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

Display This Question:

If Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... != I DON'T SPIN the selected wheel.

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... != My bonus is ${e://Field/Safe}.

Or If

Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... = I SPIN the selected wheel.

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/Low}.

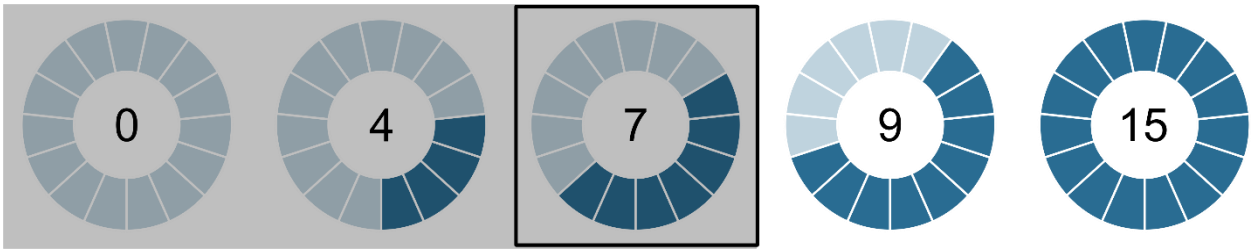
Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}.

Or Comprehension Question 2 Consider the wheels above. Let's assume you stated that you want to... = My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}.

JS X→

comp2Sec

Your answer below is not correct. You can give it another try.



Comprehension Question 2

Consider the wheels above. Let's assume you stated that you want to SPIN wheels with at least 8 ${e://Field/ColorHigh} sectors for your bonus. For this reason, wheels with fewer than 8 ${e://Field/ColorHigh} sectors are grayed out. The wheel with 7 ${e://Field/ColorHigh} sectors has been randomly selected (the wheel with a black border).

Please select **all that apply**.

View explanation

- [ ] I DON'T SPIN the selected wheel. (1)
- [ ] I SPIN the selected wheel. (2)
- [ ] My bonus is ${e://Field/Low}. (3)
- [ ] My bonus is ${e://Field/Safe}. (4)
- [ ] My bonus is ${e://Field/High} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Low} if it lands on ${e://Field/ColorLow}. (5)
- [ ] My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorHigh}, ${e://Field/Safe} if it lands on ${e://Field/ColorLow}. (6)

Q30 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

Display This Question:

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... != Each wheel is equally likely to be selected.

Or Click to write the question text != I can't influence the chance that a particular wheel is selected.

Or Click to write the question text != I get to spin the selected wheel only if it's not in the grayed out area.

Or Click to write the question text != If I get to spin the selected wheel, it is equally likely to land on each sector.

Or Click to write the question text != My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}.

JS X→

comp3Sec
Your answer(s) below is (are) not correct. You can give it another try.

Comprehension Question 3
Please select the correct statement from each of the following pairs.
View explanation

- ○ Each wheel is **equally likely** to be selected. (1)
- ○ Some wheels are **more likely** to be selected than others. (0)

Display This Question:

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... != Each wheel is equally likely to be selected.

Or Click to write the question text != I can't influence the chance that a particular wheel is selected.

Or Click to write the question text != I get to spin the selected wheel only if it's not in the grayed out area.

Or Click to write the question text != If I get to spin the selected wheel, it is equally likely to land on each sector.

Or Click to write the question text != My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}.

JS X→

comp4Sec

- I **can** influence the chance that a particular wheel is selected. (0)
- I **can't** influence the chance that a particular wheel is selected. (1)

Display This Question:

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... != Each wheel is equally likely to be selected.

Or Click to write the question text != I can't influence the chance that a particular wheel is selected.

Or Click to write the question text != I get to spin the selected wheel only if it's not in the grayed out area.

Or Click to write the question text != If I get to spin the selected wheel, it is equally likely to land on each sector.

Or Click to write the question text != My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}.

JS X→

comp5Sec

- I get to spin the selected wheel **regardless of** whether it is in the grayed out area or not. (0)
- I get to spin the selected wheel **only if** it's not in the grayed out area. (1)

Display This Question:

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... != Each wheel is equally likely to be selected.

Or Click to write the question text != I can't influence the chance that a particular wheel is selected.

Or Click to write the question text != I get to spin the selected wheel only if it's not in the grayed out area.

Or Click to write the question text != If I get to spin the selected wheel, it is equally likely to land on each sector.

Or Click to write the question text != My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}.

JS X→

comp6Sec

- ○ If I get to spin the selected wheel, it is **equally likely** to land on each sector. (1)
- ○ If I get to spin the selected wheel, it is **more likely** to land on sectors which are initially around 12 o'clock. (0)

Display This Question:

If Comprehension Question 3 Please select the correct statement from each of the following pairs.... != Each wheel is equally likely to be selected.

Or Click to write the question text != I can't influence the chance that a particular wheel is selected.

Or Click to write the question text != I get to spin the selected wheel only if it's not in the grayed out area.

Or Click to write the question text != If I get to spin the selected wheel, it is equally likely to land on each sector.

Or Click to write the question text != My bonus is ${e://Field/High} if the selected wheel is in the <strong>non-grayed out</strong> area and the selected wheel lands on <strong>${e://Field/ColorHigh}.

JS X→

comp7Sec

- ○ My bonus is ${e://Field/High} if the selected wheel is in the **grayed out** area and the selected wheel lands on **${e://Field/ColorLow}**. (0)
- ○ My bonus is ${e://Field/High} if the selected wheel is in the **non-grayed out** area and the selected wheel lands on **${e://Field/ColorHigh}**. (1)

Q36 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Trial 2

Start of Block: Part 2 Intro

Q37
You have answered all questions in Part 1 correctly.
You will now be directed to Part 2.

JS

Q38 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

Q39 **Part 2**

In this part, you will be asked

- How you want your bonus to be determined **in three different situations**. Choose your most preferred option from those available. There are no right or wrong answers to these questions.
- Reasoning questions and questions about yourself.

At the end of Part 2, **one of the three situations will be randomly selected**, and your bonus will be determined according to your answer in that situation. Each of the three situations is equally likely to be selected.

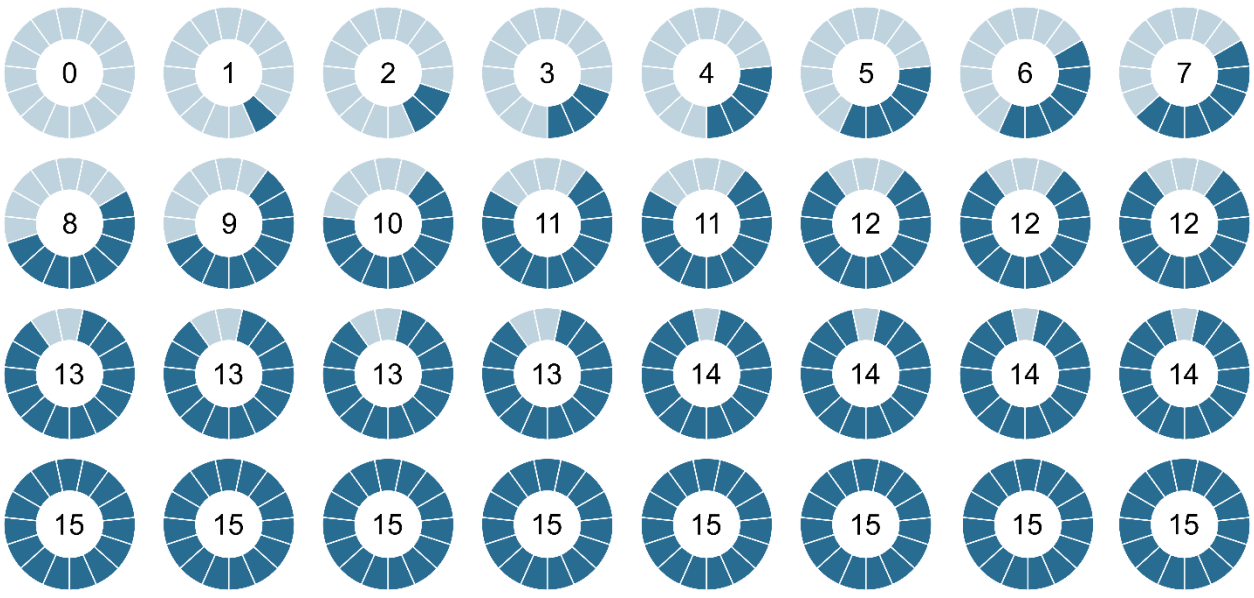
Q40 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Part 2 Intro

Start of Block: Left_skew

JS

mapL



Consider the wheels above. Which wheels do you prefer to SPIN for your bonus?
Please enter an integer between 0 and 15.

I prefer to SPIN wheels which have at least [ ] ${e://Field/ColorHigh} sectors.

JS

Q42 If the randomly selected wheel has fewer than ... ${e://Field/ColorHigh} sectors, I DON'T SPIN it. My bonus is ${e://Field/Safe}.
If the randomly selected wheel has ... or more ${e://Field/ColorHigh} sectors, I SPIN it. My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorLow}, and ${e://Field/High} if it lands on ${e://Field/ColorHigh}.
View explanation

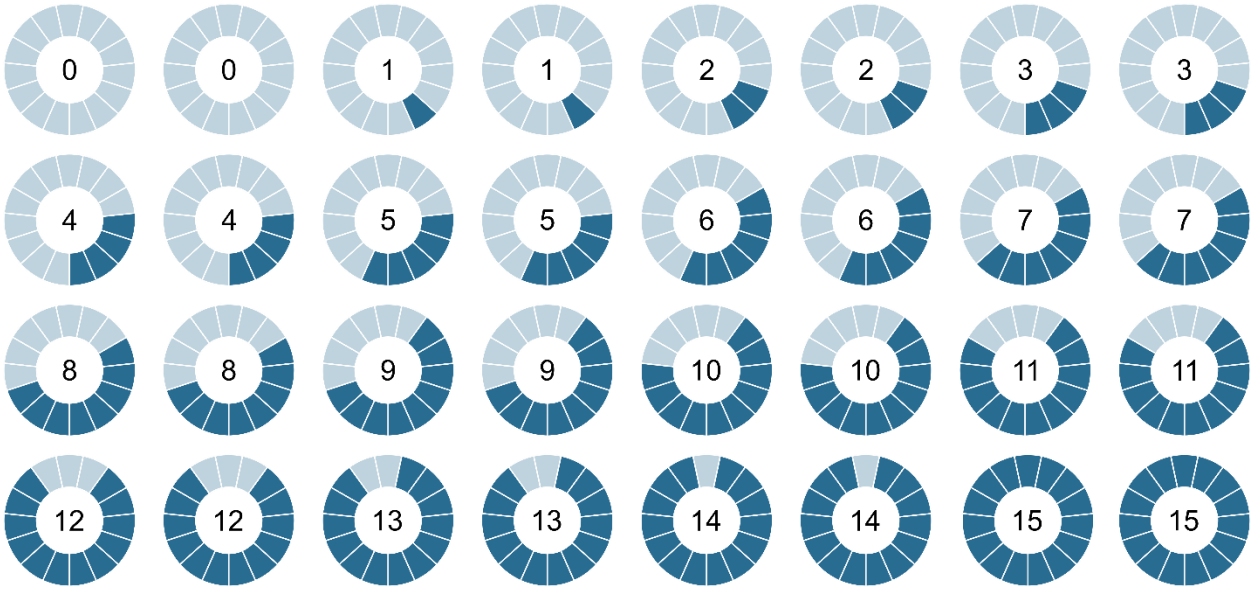
Q43 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Left_skew

Start of Block: Uniform

JS

mapU



Consider the wheels above. Which wheels do you prefer to SPIN for your bonus?
Please enter an integer between 0 and 15.

I prefer to SPIN wheels which have at least ____ ${e://Field/ColorHigh} sectors.

JS

Q45 If the randomly selected wheel has fewer than ... ${e://Field/ColorHigh} sectors, I DON'T SPIN it. My bonus is ${e://Field/Safe}.
If the randomly selected wheel has ... or more ${e://Field/ColorHigh} sectors, I SPIN it. My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorLow}, and ${e://Field/High} if it lands on ${e://Field/ColorHigh}.
View explanation

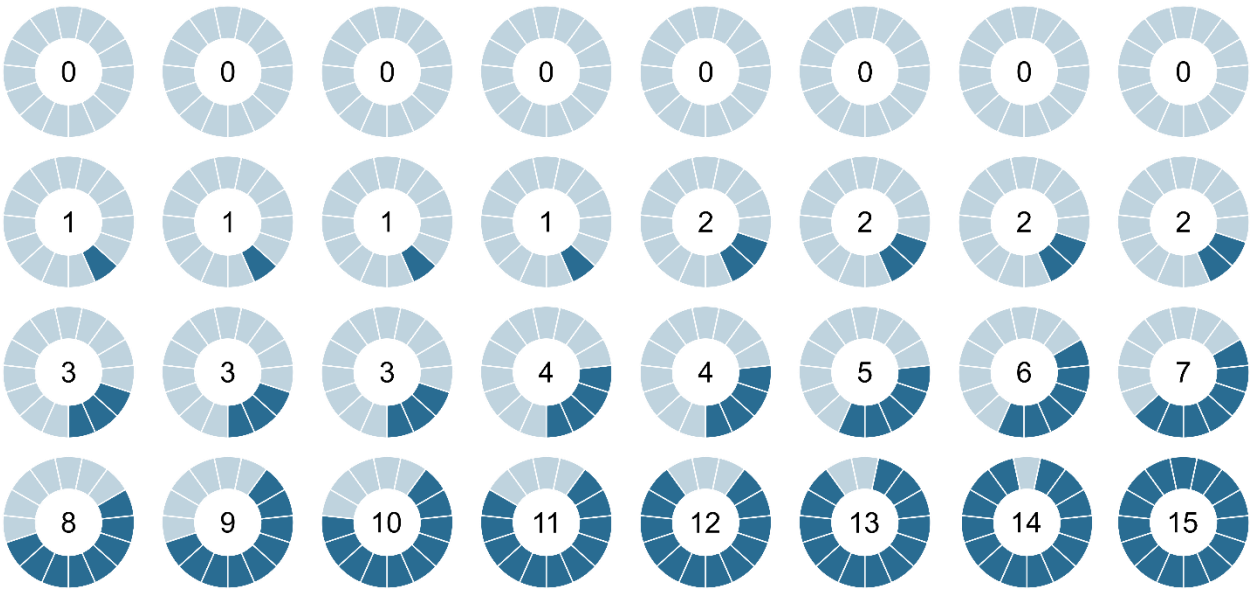
Q46 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Uniform

Start of Block: Right_skew

JS

mapR



Consider the wheels above. Which wheels do you prefer to SPIN for your bonus?
Please enter an integer between 0 and 15.

I prefer to SPIN wheels which have at least ____ ${e://Field/ColorHigh} sectors.

JS

Q48 If the randomly selected wheel has fewer than ... ${e://Field/ColorHigh} sectors, I DON'T SPIN it. My bonus is ${e://Field/Safe}.
If the randomly selected wheel has ... or more ${e://Field/ColorHigh} sectors, I SPIN it. My bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorLow}, and ${e://Field/High} if it lands on ${e://Field/ColorHigh}.
View explanation

Q49 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Right_skew

Start of Block: Ambiguity aversion

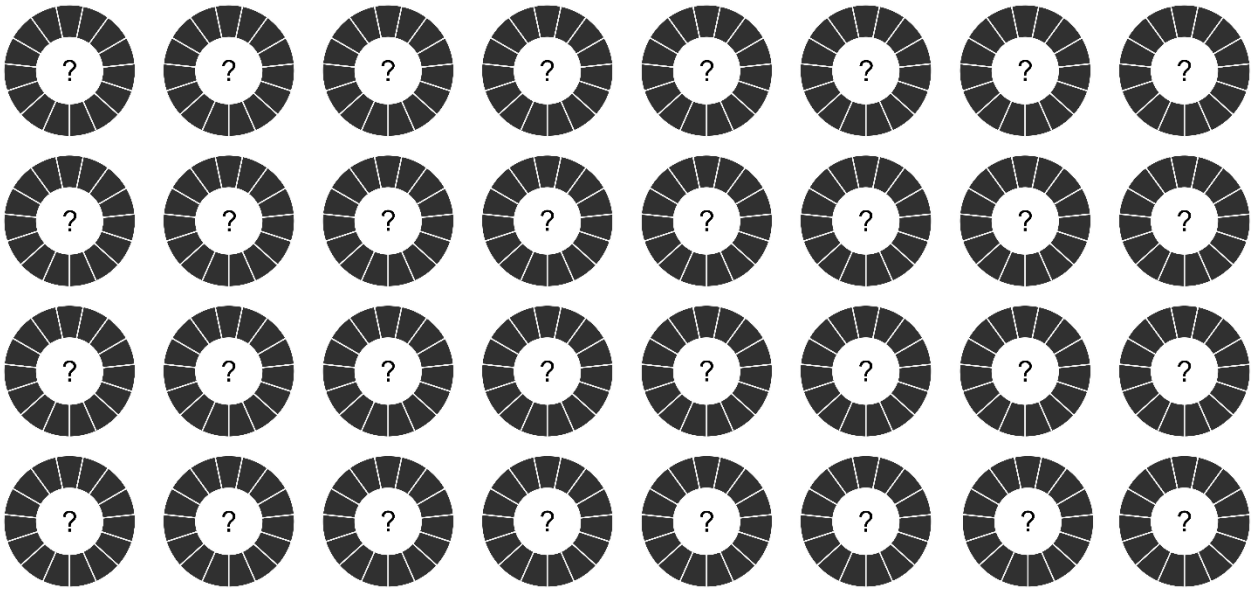
Q50
The reasoning questions and questions about yourself will start on the next screen.

Q51 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

JS

mapA



The scenario described below is **hypothetical**: your answer **doesn't influence your bonus**. Imagine 32 wheels of fortune with 15 sectors each. Like before, their sectors are either ${e://Field/ColorLow} (worth ${e://Field/Low}) or ${e://Field/ColorHigh} (worth ${e://Field/High}). However, the sectors' color is hidden, so you **don't know how many ${e://Field/ColorHigh}** or **${e://Field/ColorLow} sectors** each wheel has. One of the 32 wheels will be selected at random: depending on your answer to the question below, you SPIN the wheel or you DON'T SPIN it.

In this case, which wheels would you prefer to SPIN for your bonus?
Please enter an integer between 0 and 15.

I prefer to SPIN wheels which have at least ____ ${e://Field/ColorHigh} sectors.

JS

Q53 If the randomly selected wheel has fewer than ... ${e://Field/ColorHigh} sectors, I DON'T SPIN it. My bonus is ${e://Field/Safe}.
If the randomly selected wheel has ... or more ${e://Field/ColorHigh} sectors, I SPIN it. My

bonus is ${e://Field/Low} if the selected wheel lands on ${e://Field/ColorLow}, and ${e://Field/High} if it lands on ${e://Field/ColorHigh}.

Q54 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Ambiguity aversion

Start of Block: CRT_adapted

crtPlants Please answer the following questions.

Simon had 17 plants at home and all but 8 died. How many are left?

_____

crtClaire Claire's grandmother has three granddaughters. The first two are named April and May. What is the third granddaughter's name?

_____

crtRace
If you're running a race and you pass the person in second place, what place are you in? (type in the **number** of the place)

_____

crtPetri A scientist grows bacteria on a Petri dish. Every day, the area covered by bacteria doubles in size. If it takes 6 days for the entire dish to be covered, how long would it take for half of the dish to be covered?

_____

Q59 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: CRT_adapted

Start of Block: Risk + degree

subject What subject did you study for your most recent degree?

▼ Accounting (1) ... Veterinary Medicine (57)

riskAversion
How do you see yourself: are you generally a person who is fully prepared to take risks or do you try to avoid taking risks? completely unwilling

to take risks very willing
to take risks

- 0 (0)
- 1 (1)
- 2 (2)
- 3 (3)
- 4 (4)
- 5 (5)
- 6 (6)
- 7 (7)
- 8 (8)
- 9 (9)
- 10 (10)

Q62 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Risk + degree

Start of Block: Aspiration

JS

anyAspiration Which of the following do you take into consideration when deciding whether to take part in a study? Please select all that apply.

- ☐ Total pay (1)
- ☐ Pay per hour (2)
- ☐ Other things, such as (3) _____

Display This Question:

If Which of the following do you take into consideration when deciding whether to take part in a stu... = Total pay

JS ✱

aspirTotal What is the **minimum total pay** for which you are willing to take part in a study?

_____

Display This Question:

If Which of the following do you take into consideration when deciding whether to take part in a stu... = Pay per hour

JS ✱

aspirPerHour What is the **minimum pay per hour** for which you are willing to take part in a study?

_____

Q66 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Aspiration

Start of Block: Anchoring_HighSun_LowTemp

Q67 The next questions are about general facts that you may or may not know. Please give your best estimates. We also ask that you please not look up the answers; we are interested in people's estimates, whether or not they are accurate.

anchorTempL Do you think that the **average daily temperature in June** in Amsterdam, the Netherlands, between 1971 and 2020 was higher or lower than 14°C?

- ○ Higher (1)
- ○ Lower (2)

JS *

quantTempL What do you think was the **average daily temperature** in June in Amsterdam in this period?

_____ °C

anchorSunH Do you think that the number of **average daily hours of sunshine in June** in Amsterdam, the Netherlands, between 1971 and 2020 was higher or lower than 10?

- ○ Higher (1)
- ○ Lower (2)

JS *

quantSunHHour What do you think was the number of **average daily hours of sunshine in June** in Amsterdam in this period?

_____ hour(s) and

*

quantSunHMin

_____ minute(s)

Q73 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Anchoring_HighSun_LowTemp

Start of Block: Anchoring_LowSun_HighTemp

Q74 The next questions are about general facts that you may or may not know. Please give your best estimates. We also ask that you please not look up the answers; we are interested in people's estimates, whether or not they are accurate.

anchorTempH Do you think that the **average daily temperature in June** in Amsterdam, the Netherlands, between 1971 and 2020 was higher or lower than 17°C?

- Higher (1)
- Lower (2)

JS

quantTempH What do you think was the **average daily temperature** in June in Amsterdam in this period?

_____ °C

anchorSunL Do you think that the number of **average daily hours of sunshine in June** in Amsterdam, the Netherlands, between 1971 and 2020 was higher or lower than 4?

- ○ Higher (1)
- ○ Lower (2)

JS *

quantSunLHour What do you think was the number of **average daily hours of sunshine in June** in Amsterdam in this period?

_____ hour(s)
and

*

quantSunLMin

_____ minute(s)

Q80 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Anchoring_LowSun_HighTemp

Start of Block: Optimism

JS

Q81
For the questions below, please be as honest and accurate as you can throughout. Try not to let your response to one statement influence your responses to other statements. There are no

"correct" or "incorrect" answers. Answer according to your own feelings, rather than how you think "most people" would answer.

	I disagree a lot (1)	I disagree a little (2)	I neither agree nor disagree (3)	I agree a little (4)	I agree a lot (5)
In uncertain times, I usually expect the best. (optim1)	○	○	○	○	○
It's easy for me to relax. (optim2)	○	○	○	○	○
If something can go wrong for me, it will. (optim3)	○	○	○	○	○
I'm always optimistic about my future. (optim4)	○	○	○	○	○
I enjoy my friends a lot. (optim5)	○	○	○	○	○

Q82 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

JS

Q83 Click to write the question text

	I disagree a lot (1)	I disagree a little (2)	I neither agree nor disagree (3)	I agree a little (4)	I agree a lot (5)
It's important for me to keep busy. (optim6)	○	○	○	○	○
I hardly ever expect things to go my way. (optim7)	○	○	○	○	○
I don't get upset too easily. (optim8)	○	○	○	○	○
I rarely count on good things happening to me. (optim9)	○	○	○	○	○
Overall, I expect more good things to happen to me than bad. (optim10)	○	○	○	○	○

Q84 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Optimism

Start of Block: Sensation_seeking

JS

Q85 Click to write the question text

	I disagree a lot (1)	I disagree a little (2)	I neither agree nor disagree (3)	I agree a little (4)	I agree a lot (5)
I would like to explore strange places. (sensSeek1)	○	○	○	○	○
I like to do frightening things. (sensSeek2)	○	○	○	○	○
I like new and exciting experiences, even if I have to break the rules. (sensSeek3)	○	○	○	○	○
I prefer friends who are exciting and unpredictable. (sensSeek4)	○	○	○	○	○

Q86 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Sensation_seeking

Start of Block: Resolution

Q87
On the next screen, you will be informed

- **which of three situation**s has been selected, and
- **which wheel** from that situation has been selected.

Q88 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

Page Break

JS

Q89 The situation below has been randomly selected. In this situation, you stated that you prefer to spin the wheel if it has **at least** . The randomly selected wheel is the one surrounded by a black border.

Note: The image displayed here depends on (1) which of the three distributions is randomly drawn to matter for the participant's payoff, (2) the participant's MAP in that situation and (3) which wheel is randomly selected. Depending on how (2) and (3) compare, the participant either earns £2 or spins wheel (3) on the following screen.

Q90 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Resolution

Start of Block: Spin

JS

finalSpin Spin the selected wheel to determine your bonus. If you wish, you can try it out a couple of times before the final spin, which is the one that counts.

Note: The wheel displayed here is the randomly selected wheel, provided that the participant's MAP is lower or equal to the number of dark blue sectors in the selected wheel.

Q92 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Spin

Start of Block: Success

JS

commSuccess
We thank you for your time spent taking this survey. Your response has been recorded.
If you have any comments, please write them in the box below.

_____

_____

_____

_____

_____

JS

distrSuccess If you would like to be informed about the earnings of all participants in this study, please select the option below. We will send you the earnings distribution via Prolific no later than a week after the last submission.

○ I would like to be informed about the earnings distribution in this study. (1)

Q95 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Success

Start of Block: Failed_both_trials

Q96
This is the end of Part 1. Some of your answers were incorrect, so this is also the end of the

study.
We thank you or your time spent taking this survey.

JS

distrFail If you would like to be informed about the earnings of all participants in this study please select the option below. We will send you the earnings distribution via Prolific no later than a week after the last submission.

- ○ I would like to be informed about the earnings distribution in this study. (1)

Q98 Timing
First Click (1)
Last Click (2)
Page Submit (3)
Click Count (4)

End of Block: Failed_both_trials