Analy(s/z)ing the Neighbo(u)rhood: Economic Responses to English Regional Differences

This project was designed to particularly measure the subconscious effects of accent—American and British—on cooperative behaviour in two-player games. Individual game-playing behaviour and the likelihood of coming to a cooperative outcome will be compared between groups to determine if there was any larger effect. You were either paired against someone of your same nationality, or someone whose background differed. This will be compared against individuals of the converse group to determine if people are more likely to cooperate with those of their same nationality; the computer player round is intended to suggest some sort of baseline for behaviour.

Thank you for your participation! Please contact Misha Tseitlin ([mjt208@cam.ac.uk](mailto:mjt208@cam.ac.uk)) with any questions, comments, or concerns.