Replace "choose" with stay with A|B or switch to A|B depending on the previous decision

Vary the existence of switching cost/ information cost buttons for the baseline game (that is set the show for the buttons to Non when the params == 0.)

Have a feedback screen where you can click get information? And move to next trial.?

* Use p\_A = .6 vs. P\_B = .8 as probability of reward
* Use discrete rewards which are the same for both options (-10, 10) symmetric payoff
* EV: 60 vs. 80
* Switching Cost = must be lower than the EV overall, higher than information cost: 6,12
* Foregone Information cost = 1 Point
* Control condition (no foregone information, no switching cost but foregone information, adding switching cost)
* What is the relationship between exploration early and later?
* So we need to know the relationship between early sampling and later switching/ exploration (🡪 info cost = 1, switching cost = 12)

Model:

Initial search

Inferior option vs. superior option

Choice is determined by the weighting of the options: ex(a) > ex (b)

The difference between options determines the effect switching cost

Running average. Full foregone payoff, switch cost

Decision to switch: average payoff A < average payoff B – switching

How many trials do we need until the person switches?