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Notes:

Blue=Organization and notes only NOT included in actual experiment.

Black=Instructions and questions to be included in actual experiment.

Highlights= Changes to experiment for this round of updates.

Experiment Order

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Pre-Survey

Screen 1: Welcome.

The first portion of the experiment will be a series of questions then you will play a game where one round will be randomly selected to be added to your \$5 show-up fee to be your real payment for your participation.

Please read the following questions and answer to the best of your knowledge. If you feel confused or if the question needs more explanation, please raise your hand and someone will answer your questions.

Q: What computer are you sitting at?			
Please answer correctly otherwise you may	/ no	ot get your fu	ıll payment
	\Box		

Calculate Pro-social Score:

Screen 1:

How well does each of the following statements describe you as a person? Please
ndicate your answer on a scale from 0 to 10. A 0 means "does not describe me at all,"
and a 10 means "describes me perfectly." You can use any number between 0 and 10 to
ndicate where you fall on the scale, using 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10.
10 Describes me perfectly
9

9 8 7 6 5 4 3 2 1

0 Does not describe me at all

I assume that people have only the best intentions.

When someone does me a favor, I am willing to return it.

I am willing to give to good causes without expecting anything in return

Screen 2:

Imagine the following situation: Today you unexpectedly received 1,600 U.S. dollars. How much of this amount would you donate to a good cause? (Values between 0 and 1,600 are allowed)

U.S. dollars

Screen 3:

Please think about what you would do in the following situation. You are in an area you are not familiar with, and you realize that you lost your way. You ask a stranger for directions. The stranger offers to take you to your destination.

Helping you costs the stranger about 40 U.S. dollars in total. However, the stranger says he or she does not want any money from you. You have six presents with you. The cheapest present costs 10 U.S. dollars, the most expensive one costs 60 U.S. dollars. Do you give one of the presents to the stranger as a "thank you" gift?

(If yes, ask:) Which present do you give to the stranger?

No, would not give present

The present worth 10 U.S. dollars

The present worth 20 U.S. dollars

The present worth 30 U.S. dollars

The present worth 40 U.S. dollars

The present worth 50 U.S. dollars

The present worth 60 U.S. dollars

Screen 4: Survey Debrief

Thank you for answering the survey portion of the experiment. The survey questions were all about pro-sociality, or voluntary behavior intended to benefit another. Wikipedia defines pro-social behavior as a social behavior that benefit[s] other people or society as a whole, such as helping, sharing, donating, cooperating, and volunteering. You all were scored on your pro-sociality based on your answers and the answers of others participating in the experiment. We will use this later.

END SURVEY:

Calculate Trust Score.

Standardize each of the above answers and add the standardized scores. How to standardize: (Answer-mean answer of all participants)/ (standard deviation of answers from all participants)

NOTE: For question about presents please standardized based on 0=No, would not give present to 6= The present worth 60 U.S. dollars Add all the standardized values.

The top half of the distribution is: Above the median pro-social score. The bottom half of the distribution is: Below the median pro-social score.

Trust Game:

Screen 1: Game Portion of Experiment

We will now continue to the game portion of the experiment. You will play many rounds and be involved in different variations of a game where you are always paired with one other player.

At the end of the experiment we will randomly select a round from this game to count for your payoffs. However much you earned in that randomly chosen round will be added to your \$5 payoff.

You will be paired with an anonymous partner. You will either play the part of Player A or Player B. The game works as follows:

Player A is given \$10 which they decide how to allocate between themselves and Player B. Player B starts off with \$0 and receives triple (3X) the amount Player A decides to share with player B. Note that in this game, Player B can choose to return part or all of the money received from Player A.

The following is an example scenario.

Example 1: Player A has \$10 and player B has \$0. Player A decides to give player B \$5. Player B receives 3*\$5 = \$15. Player B can then chooses to return \$5 of the \$15. At the end of the round, player A gets \$10 as payoff and Player B also gets \$10 as payoff.

Additionally, you'll play some rounds of the game simultaneously where player B decides what percentage of the money to send at the same time as player A decides how much to send. We'll walk you through the difference between sequential and simultaneous play later.

Lastly, remember that the money involved is real and heavily impacts the payment for participants at the end. The allocation of the money involved is completely up to you.

Screen 2: Please Confirm Your Understanding

Before we play, let us confirm your understanding.

Remember: Player A is given \$10 which they decide how to allocate between themselves and Player B. Player B starts off with \$0 and receives triple (3X) the amount Player A decides to share with player B.

Kindly answer the following quiz questions.

Q1: You are Player A and you just sent over \$10 of the \$10 you have to player B, how much will player B receive?

Q2: You are Player B and Player A just decided to give you \$5. How much will you actually receive?

Q3: Player A gives Player B \$6 and Player B returns \$6. H	low much are their payoffs?
Player A	
Player B	

Screen 3: Answers to Confirmation of Understanding.

Here we have included the answers so you can check your own answers to make sure you fully understand the game.

Q1: You are Player A and you just sent over \$10 of the \$10 you have to player B, how much will player B receive?

Answer: 3*10=\$30

Explanation: Remember that Player B gets triple the amount you send so in this case you multiply the 10 dollars you send by 3 and get \$30.

Q2: You are Player B and Player A just decided to give you \$5. How much will you actually receive?

Answer: 3*5 = \$15

Explanation Remember that Player B always receives triple the amount that Player A decides to send over. So in this case, you will receive 3*5 which is 15 dollars in total.

Q3: Player A gives Player B \$6 and Player B returns \$6. How much are their payoffs?

Answer: Player A= \$10

Player B: \$12

Explanation: Remember Player A gets to keep anything not sent to Player B.

Screen 4: Expectations and Percentages

During the experiment you will also have to deal with percentage returned.

For example, you will be asked to answer the following question. As Player A, what percentage of the money given to player B do you expect they will return?

Example 1: If you give Player B \$10.00 they receive \$30.00 if they give you back \$30.00 then that is 300% of what you sent them.

Example 2: If you give Player B \$5.00 they receive 3 * 5 = \$15.00 and they give you back \$5.00 then that is 100% return of what you sent them

For instance, you will be asked the following question while you are playing the simultaneous game. You are Player B and answering simultaneously with Player A. What percentage of money would you like to return?

Example 3: If you (Player B) decide you want to give 150% return to Player A. Say Player A gives you \$5 then you will return \$7.50 to them. Say Player A gives you \$10 then you will return \$15.

Screen 5: Confirm Understanding of Percentages

Screen 6: Answers to Confirmation of Understanding Expectations and Percentages

Here we have included the answers so you can check your own answers to make sure you fully understand the expectations and percent returns questions.

Q1: As Player A, you give \$10 to Player B. You expect that player B will return \$5 to you. What is the expected percentage of return?

Answer: (5/10) *100 = 50%

Explanation: You sent over \$10 and you expected \$5--- half of the amount to be returned—that is a 50% rate of return.

Q2: After receiving the \$10 which turns in \$30, Player B decides that they will send back \$10. What is the percentage of return from Player B?

Answer: (10/10)*100 = 100%

Explanation: You sent over \$10 and received \$10 in return. This is a 100% return.

Q3: Suppose Player B decides they will send back 200% of whatever Player A sends to them. Then Player A sends \$10 which turns into \$30. How much money in dollars does Player B return?

Answer: (\$10 * 2.00)= \$20

Explanation: Player B agreed to send 200% and 200% of \$10 is \$20.

Game

Screen 1: Game

Now you will play some rounds of the game. You will be randomly assigned to Player A or Player B. You will play both sequentially and simultaneously.

Sequential Play: When you play sequentially Player A will decide then Player B sees Player A's decision and makes their decision on how much to return. Then both participants learn of their payoffs.

Simultaneous Play: When you play simultaneously Player A will decide. While Player A is deciding Player B will simultaneously decide what percentage to return to Player A. Then both participants learn of their payoffs.

TREATMENT REVEAL: When you are player A, you will always be matched with someone of a certain pro-social score. You will be random assigned different players each round, but they will always have the same pro-social score. Thus if you are player A in round 1 and matched with an above pro-social score median type you will be paired with an above pro-social score median type, but not the same person, every time you are player A.

Screen 2: You are Player A. What are your expectations? As is....

Add:

Screen 3:

Decide: You are Player A or Player B. (Note: instead of sender and returner)

Aisling Scott 1/31/2017 11:08 AM

Comment [1]: Please add

Screen 4: Results

- Player A gave to player B \$8.41
- Player B received \$25.00 (\$8.41 * 3)
- Finally Player B returned \$12.62
- Thus Player A has \$14.21 and Player B has \$12.61.

Language for Sequential Play:

Top of screen: SEQUENTIAL PLAY. You are playing **sequentially**, meaning Player B will observe Player A's decision before making his own.

Language for Simultaneous Play:

Top of screen: SIMULTANEOUS PLAY. You are playing **simultaneously**, meaning both players make their decision at the same time. Player B will NOT observe Player A's decision before making his own.

Language for Reveal:

Screen 1:

What percentage do you think the other will return? (from 0 to 300%):

Screen 2:

Player B is: Above the median Pro-Social

Their score is based on their answers to the survey about pro-sociality--- behavior that benefits other people or society as a whole. You all took the same survey at the beginning of the experiment.

What percentage do you think the other will return? (from 0 to 300%):

No reveal:

Doesn't ever let participants know the score of the other player.

MATCHING ALGORITHM:

Always match an above the median pro-social player with a below the median pro-social player. Players are rematch with same people when they switch players and switch types of play.

ROUNDS:

Sequential Play: 5 Rounds as Player A 5 Rounds as Player B

Simultaneous Play:
5 Rounds as Player A
5 Rounds as Player B
WHEN SWITCHING FROM ONE TYPE TO ANOTHER. Have a screen that says:
We are now switching to a different type of play. Please pay attention to the instructions.

VARIATIONS OF EXPERIMENTS:

Information Treatment Reveal:

Simultaneous Play first, Above Pro-Social first (Player A). Simultaneous Play first, Above Pro-Social second (Player B). Sequential Play first, Above Pro-Social first Player A. Sequential Play first, Above Pro-Social second Player B.

Control Treatment No Reveal:

Simultaneous Play first, Above Pro-Social first Player A.
Simultaneous Play first, Above Pro-Social second Player B.
Sequential Play first, Above Pro-Social first Player A.
Sequential Play first, Above Pro-Social second Player B.

More rounds: Voting for which game to play

Screen: Instructions for final rounds

Now that you are familiar with many scenarios of the game, you get to pick which scenario you want to play.

You and your partner both select which scenario to play and who plays what role. Then the computer will randomly choose one of you and implement your selection.

Remember one of these rounds or the previous rounds you played will be chosen at random to be your final payoff round. You'll get paid according to your outcome in that round plus your \$5 show-up fee. For example, suppose we randomly select round 11 and you earned \$15 in round 11, you'll leave the Xlab today with \$20.

Match partners same matching algorithm as before.

Screen: Selecting Game Scenario

If REVEAL TREATMENT

Your partner is [insert type] and you are [insert their own type].

If NO REVEAL---nothing just instructions

Please choose which scenario you would like to play. The computer will randomly select your choice or your partner's choice to be played. Then you and your partner will play whichever choice is selected.

Sequential play: I'm player A and my partner is player B
Sequential play: my partner is player A and I'm player B
Simultaneous play: I'm player A and my partner is player B
Simultaneous play: my partner is player A and I'm player B

Randomly pick which partner's choice we use.

Then both partners are made aware of which choice was selected on the screen.

Then both partners play their parts.

(Continue 4 more times for a total of 5 rounds)

Post Survey:

Screen 1: Finishing questions

We're almost done; we would like to ask you a couple guestions before you leave.

Here are a number of characteristics that may or may not apply to you. For example, do you agree that you are someone who likes to spend time with others? Please select an appropriate answer to each statement to indicate the extent to which you agree or disagree with that statement. Please note you will not be able to proceed without answering each statement. Kindly fill out every statement to the best of your knowledge.

1. Extraverted, enthusiastic

Aisling Scott 1/31/2017 11:09 AM

Comment [2]: This selection might make it easier. They just pick one, and you randomly choose one of them to use their selection.

Thanks!

2.	Dependable, self-disciplined		
3.	Open to new experiences, complex		
4.	Sympathetic, warm		
5.	Calm, emotionally stable		
6.	Critical, quarrelsome		
7.	Anxious, easily upset		
8.	Reserved, quiet		
9.	Disorganized, careless		
10.	Conventional, uncreative		
apply.) Asian Black / African American Hispanic / Latino White Other Prefer not to state What is your major? What year are you at UC Be 1 st 2 nd 3 rd 4 th 5 th	est describes your race or ethnicity? (Check all that rkeley? logy, Engineering, and Math (STEM) Courses have you		
taken in university? courses			
How many economics courses have you taken in university? courses			
What is your gender?			
Screen: End And you're all finished. Plea check. Thank you!	se wait while everyone finishes and we'll give you your		