How I am in general

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 write a number next to each statement to indicate the extent to which **you agree or disagree with that statement.**

1	2	3	4	5
Disagree Strongly	Disagree a little	Neither agree nor disagree	Agree a little	Agree strongly

I am someone who…

1. ____ Is talkative

2. ____ Tends to find fault with others

3. ____ Does a thorough job

4. ____ Is depressed, blue

5. ____ Is original, comes up with new ideas

6. ____ Is reserved

7. ____ Is helpful and unselfish with others

8. ____ Can be somewhat careless

9. ____ Is relaxed, handles stress well.

10. ____ Is curious about many different things

11. ____ Is full of energy

12. ____ Starts quarrels with others

13. ____ Is a reliable worker

14. ____ Can be tense

15. ____ Is ingenious, a deep thinker

16. ____ Generates a lot of enthusiasm

17. ____ Has a forgiving nature

18. ____ Tends to be disorganized

20. ____ Has an active imagination

21. ____ Tends to be quiet

22. ____ Is generally trusting

23. ____ Tends to be lazy

24. ____ Is emotionally stable, not easily upset

25. ____ Is inventive

26. ____ Has an assertive personality

27. ____ Can be cold and aloof

28. ____ Perseveres until the task is finished

29. ____ Can be moody

30. ____ Values artistic, aesthetic experiences

31. ____ Is sometimes shy, inhibited

32. ____ Is considerate and kind to almost everyone

33. ____ Does things efficiently

34. ____ Remains calm in tense situations

35. ____ Prefers work that is routine

36. ____ Is outgoing, sociable

38. _____ Makes plans and follows through with them

39. _____ Gets nervous easily

40. _____ Likes to reflect, play with ideas

41. _____ Has few artistic interests

42. _____ Likes to cooperate with others

43. _____ Is easily distracted

44. _____ Is sophisticated in art, music, or literature

Data to save: All answers to Q1-Q44. Save Number and answer.

Screen 2: Triple Dictator Game

Same as Dictator game except everyone plays player A and amount to Player B is tripled.

Data to save: Amount given.
Calculate: Distribution of amounts given. Label top half of distribution (most given) as trust type=Trustworthy. Label bottom half as trust type=Not trustworthy. Ties broken with randomness.

Q: "Do you think most people would try to take advantage of you if they got a chance, or would they try to be fair?"

A: Would take advantage of you
B: Would try to be fair

Q: "Would you say that most of the time people try to be helpful, or that they are mostly just looking out for themselves?"

A. Try to be helpful
B. Just look out for themselves

Q: "Generally speaking, would you say that most people can be trusted or that you can't be too careful in dealing with people?"

A. Most people can be trusted
B. Can't be too careful

Data to save: Answers to the questions.

Please Choose Option A or Option B for EACH Decision Below

Keep in mind that as you move down the table the chances of the higher payoff for the decision in each column increases.

	Option A	Your Choice A	Option B	Your Choice B
Decision 1	$2.00 if Card is 1 $1.60 if Card is 2-10	A: ○	$3.85 if Card is 1 $0.10 if Card is 2-10	B: ○
Decision 2	$2.00 if Card is 1-2 $1.60 if Card is 3-10	A: ○	$3.85 if Card is 1-2 $0.10 if Card is 3-10	B: ○
Decision 3	$2.00 if Card is 1-3 $1.60 if Card is 4-10	A: ○	$3.85 if Card is 1-3 $0.10 if Card is 4-10	B: ○
Decision 4	$2.00 if Card is 1-4 $1.60 if Card is 5-10	A: ○	$3.85 if Card is 1-4 $0.10 if Card is 5-10	B: ○
Decision 5	$2.00 if Card is 1-5 $1.60 if Card is 6-10	A: ○	$3.85 if Card is 1-5 $0.10 if Card is 6-10	B: ○
Decision 6	$2.00 if Card is 1-6 $1.60 if Card is 7-10	A: ○	$3.85 if Card is 1-6 $0.10 if Card is 7-10	B: ○
Decision 7	$2.00 if Card is 1-7 $1.60 if Card is 8-10	A: ○	$3.85 if Card is 1-7 $0.10 if Card is 8-10	B: ○
Decision 8	$2.00 if Card is 1-8 $1.60 if Card is 9-10	A: ○	$3.85 if Card is 1-8 $0.10 if Card is 9-10	B: ○
Decision 9	$2.00 if Card is 1-9 $1.60 if Card is 10	A: ○	$3.85 if Card is 1-9 $0.10 if Card is 10	B: ○
Decision 10	$2.00 if Card is 1-10	A: ○	$3.85 if Card is 1-10	B: ○

Thank you! You will return to this decision at the end of the session. At that time you will choose the cards that determine your earnings.

[DONE]

Data to save: All answers of decisions 1-10.

Virtually the same as the oTree demo. However, participants are matched randomly with a player of the opposite trust type. For example, trustworthy types are matched with untrustworthy types.

The following line is added to the trust game's instructions for player A:

B has been identified as <trust type> based on the questions from earlier, the games you played previously and other factors.

The following line is added to the trust game's instructions for player B:
Based on the questions from earlier, the games you played previously and other factors you have been identified as <trust type>. Player A was informed of your type.

Treatment One: The trust type is indeed their correct type.

Treatment Two: The trust type is randomly determined.

Data to save: Treatment group, amount given, amount reciprocated