

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

Choose two or three numbers higher than the flagged number

Question 2

What did you think of the other player's strategy? Briefly describe their strategy as well.

Often select the same or $+1$ of the flagged number

Question 3

How would you rate the cooperativeness of the other player?

1	2	3	4	5
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
uncooperative		neutral		cooperative

Question 4

How would you rate the competitiveness of the other player?

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
uncompetitive		neutral		competitive

Question 5

How competent was the other player at the Mod-Signal Game?

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
incompetent		neutral		competent

Question 6

Would you want to play with this player again? Explain briefly.

Not really, this player read my strategy really well

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

Try to read the other player starting with the same number.

Question 2

What did you think of the other player's strategy? Briefly describe their strategy as well.

Doing something else each round signalling the same number

Question 3

How would you rate the cooperativeness of the other player?

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
uncooperative		neutral		cooperative

Question 4

How would you rate the competitiveness of the other player?

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
uncompetitive		neutral		competitive

Question 5

How competent was the other player at the Mod-Signal Game?

1	2	3	4	5
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
incompetent		neutral		competent

Question 6

Would you want to play with this player again? Explain briefly.

Yes, the game was really close and competitive

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

Completely random at first but trying to
look for any patterns

Question 2

What did you think of the other player's strategy? Briefly describe their strategy as well.

Same strategy as me

Question 3

How would you rate the cooperativeness of the other player?

1 2 3 4 5
☐ ☒ ☐ ☐ ☐
 uncooperative neutral cooperative

Question 4

How would you rate the competitiveness of the other player?

1 2 3 4 5
☐ ☐ ☐ ☐ ☒
 uncompetitive neutral competitive

Question 5

How competent was the other player at the Mod-Signal Game?

1 2 3 4 5
☐ ☐ ☐ ☒ ☐
 incompetent neutral competent

Question 6

Would you want to play with this player again? Explain briefly.

Yes because I felt like I had a
chance to win

You can now turn over the last questionnaire (general questionnaire) on the table.

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S2

General Questionnaire

Question 1

What is your age, sex and what are you studying?

23 male

HBo - ICT

Question 2

Were the instructions provided at the start sufficient enough to understand the game? If not, were the trials enough to get a proper understanding of the game?

Yes, its a simple game. The practice
games are usefull to get the hang of
it

Question 3

What was your mood like today?

A bit stressed and tired.

Question 4

Did you have any prior knowledge of the Mod Game before the start of the experiment?

No

Don't forget to answer the questions on the other side of the paper!

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S₂**Question 5**

Did you know any of the other participants that you played with in the session before the start of the experiment?

Yes, I knew Thomas already

Question 6

Some of our participants have played the Mod-Game with a computer partner rather than a human partner in some of the blocks.

For each block give a percentage on how confident you are that you played with a human partner in that block and briefly explain why. (e.g. Block 1: 100%, you are completely certain that you played with a human partner)

Block 1:

80%

Block 2:

50%

Block 3:

80% 80%

P-beauty contest

All participants will do this contest. The winner gets a Tony's Chocolonely chocolate bar of their choice! Mark the number that you think will be the average of the numbers chosen by all participants, divided by 3 and multiplied by 2. (take $\frac{2}{3}$ of the number you think will be the average of the numbers chosen by all participants, e.g. if you think 90 will be the average of the numbers chosen by all participants, you mark 60)

