

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

Signal a number then choose a number approx. $+4 - +6$ from that number.

Question 2

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

Initially think of a strategy then try to guess according to the " $+3 - +6$ " meta.

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.

Sure, it was good fun and it makes you think.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

Play based off of his previous strategy in block 1 to get early advantage then place arbitrary numbers away from the signal

Question 2

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

They tried switching up the strategy when they were signaling but kept to .7 when I was

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, still fun

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

Mostly arbitrary and now and then picking right next to signal

Question 2

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

They tried thinking of mind games based on my plays by mimicking right after signal

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.

Game is getting a bit repetitive in terms of strategy and I imagine they don't want to play with me so no :)

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

General Questionnaire

Question 1

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

20, male, Artificial Intelligence

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, both were sufficient

Question 3

What was your mood like today?

a bit stressed

Question 4

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

never heard of it

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

Question 5

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

no

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:

85% confident played with a human due to their competitiveness but that could also mean that a computer played

Block 2:

75% human 25% PC

Block 3:

60% human 40% PC

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)

