

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

at 1st i wanted to win their trust by signalling truthfully but this did not work (good for them as i was deceiving of course).
after that, i just chose 2-3 numbers higher than my signal every time.

Question 2

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

they picked the same as me but with less error / better judgment i think, because they won

Question 3

How would you rate the cooperativeness of the other player?

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

Question 6

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

neutral!
maybe yes so i could get used to their strategy.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

initially again pretend to only signal truthfully, but gave away my strategy too soon. after that just counted the numbers they shipped. after that... just confused them with nonsense

Question 2

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

good!! they fooled me so often :-)

Question 3

How would you rate the cooperativeness of the other player?

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

Question 6

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

no, they called my bluff + out-bluffed me often.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

signal truthfully (because the other person did too), in order to gain equal points for most of the game, so i could hopefully get 1 or 2 points more in the very last few rounds

Question 2

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

they matched mine (though won)! we even went back to truth after every time one of us had "broken trust" and deceived the other.

Question 3

How would you rate the cooperativeness 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"/>
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 checked="" type="radio"/>	<input 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 checked="" type="radio"/>	<input type="radio"/>
incompetent		neutral		competent

Question 6

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

yes, for a brief moment we had a good ol' time (before they bested me)

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?

25 - F - English Language & Culture

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!

Question 3

What was your mood like today?

cheerful, ready to get things done

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!

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:

40%; they had a very consistent strategy.

Block 2:

50%; i'm neutral on this one.

Block 3:

65%; purely on the emotional basis that i assumed we had some tacit human coordination & therefore thought of them as a person - a notion i now find hard to discard

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)

