

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

I would attempt to ~~go for the~~ establish patterns in my selections which i would then break in hopes of tricking the opponent

Question 2

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

The opponent would attempt to use sparse accurate signalling which would then be used to trick me into trusting their signals

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 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, since ~~if~~ they were competitive and skilled

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

At first I attempted to play honestly to maximize both of our points. The player did not cooperate so we then both kept alternating between being honest and not being honest in hopes of tricking each other

Question 2

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

Their strategy seemed very similar to mine, however they carried it out much more skillfully

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 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, since they were competitive and skilled

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

I kept ~~stuck~~ giving accurate signals and focused on guessing when they will fall for them.

Question 2

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

The other player's strategy was too random for me to grasp.

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 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.

Yes, playing with them was stimulating, although neither of us got many points

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?

19, Male, BSc Computing science

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. Although it feels as if ~~making it clear~~ Making it clear that cooperation will statistically yield more points for both players would vastly change strategies

Question 3

What was your mood like today?

Joyful, ambitious, eager.

Question 4

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

Yes, but only in the form of rock-paper-scissors

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?

I recognized one of them as an acquaintance

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:

60%

Block 2:

50%

Block 3:

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)

