

## Questionnaire Block 1

### Question 1

Briefly describe the strategy that you used in this block.

I was trying to get familiar with the other participant's strategy.

### Question 2

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

I believe that the other participant was trying to trick me when they were making their decision by pressing random numbers after sending me a signal.

### 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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
incompetent		neutral		competent

### Question 6

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

Yes, at least another round in order to see more about his strategy.



## Questionnaire Block 2

### Question 1

Briefly describe the strategy that you used in this block.

Once again I was kind of going along with what the other player was doing and trying to use their tricks to trick them (something that didn't quite work).

### Question 2

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

I believe that their strategy was to put their signal approximately either 2-3 spots behind their actual choice. Also, during my turn they were ~~was~~ randomly selecting points to get me to no points.

### 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.

I don't think so as their competitiveness was a bit intimidating and annoying at times.



### Questionnaire Block 3

#### Question 1

Briefly describe the strategy that you used in this block.

~~It was interesting to see~~ I was using the strategies used before by the previous players I was playing with. Meaning, adding the signal two positions before my choice and interchanging with random or honest signal/choice combination.

#### Question 2

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

It was interesting to see that this player was following along my strategy, using methods that were initially introduced by me (and inspired by other players)

#### 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, I think they were an enjoyable player to play with.

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



1

S<sub>3</sub>

## General Questionnaire

### Question 1

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

18, Female, 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 to both!

### Question 3

What was your mood like today?

I was very tired and stressed overall.

### 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?

Yes, two out of the three.

**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:

90%

Block 2:

50%

Block 3:

60%

**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)

