

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

If my signalled number was ~~even~~ ^{even}, then I would pick an even number a bit higher up and hope he was just underneath. Same strategy if it's odd and for the opponents signalled number: if it's odd I pick even if it's even I pick odd.

Question 2

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

Their strategy was much the same as mine ~~however~~ and like me there was little consistency in how far he chose it.

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

Question 6

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

Yes, he beat me by not much so I would like to redeem myself.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

It was the same strategy as block one, except that I would try keep it closer to the signalled number. I would also only chose 2 as a signalled number, there isn't much reason behind this.

Question 2

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

He had the same strategy as me except that he would pick a signalled number randomly from what I could see.

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 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.

Yes, it was a close match with him and there was more of predicting where he was going so more strategy involved. Also I enjoy the game and would play it with most people.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

Same strategy as last block, staying close to my number and always ~~staying~~ signalling one.

Question 2

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

Most of the time it was the same bit with the ~~number~~ ^{number} 7, at some points he was behind my signalled number which confused me but at one point he was picking 7 and I was picking 10 and he had to change when I changed but he ~~got~~ got it correct.

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 checked="" 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 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.

Not really there were some moments that were a lot of fun but too many moments where it seemed he picked randomly and I couldn't find any logic behind their moves.

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?

18 years old male studying 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?

I found the instructions very clear and I understood the general strategy of the game quick.

Question 3

What was your mood like today?

Nothing special, I'm not happy since I was a bit late but not sad or annoyed either, just neutral though I did enjoy the game.

Question 4

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

I have no recollection of playing it before.

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 didn't manage to get a good look at them but I'm pretty sure I saw one person who I knew.

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% they also played logically throughout and since I already believe that block 3 is a computer I feel like the 2 other blocks were against human players.

Block 2:

100% they played logically during the game and I had to wait a while to start which I don't think would've happened with a computer.

Block 3:

50% playing against a computer would've explained the odd choices to play.

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)

