

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

Honestly, I was signalling a random number and ^{was choosing} chose to play a random number ~~to~~ in the range [signalled number + 1, signalled number + 5]. It worked. I was trying to not be predictable.

Question 2

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

They also tried to not be predictable. It was feeling a bit random at times. They were choosing sometimes the signalled number or ~~the~~ numbers behind the signalled number, to ~~feel~~ try to fool me.

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, because it was challenging, but also rewarding (since I got more points).

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

absolutely no strategy. Because I felt like I was not able to fig cooperate or compete with anyone. It was 100% random. cba
I am thinking that there is a possibility that me and the previous player were ~~collaborating~~ cooperating a little.

Question 2

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

100% random. I truly believe that they had absolutely no strategy.

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

Question 6

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

No! It was too random. cba challenge. I could not understand what was ~~they~~ their purpose or way of playing.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

I tried to not cooperate with the other player. I was choosing numbers increasingly further than the signal. After a while I changed the strategy and I was choosing numbers very close to the signal, as the other player was doing also, with their signal.

Question 2

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

They were choosing very predictable numbers, very close to the signal (sometimes they were also saying the truth). But other times, they were trying to copy my strategy, or choose a random number.

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

Question 6

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

Yes, it was fun, even though I did not get many points. They were really put effort into trying to win or do their best. It was challenging and the player was clever.

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, female, BSc 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?

~~Both were~~ The instructions were more than clear and sufficient enough.

Question 3

What was your mood like today?

Stressed (very). But when I started to play the game, focused, captivated by it, relaxed and a little bored at times. Today I was also self-critical, but happy. And tired.

Question 4

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

Yes.

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, I did not know them before.

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:

100%

Block 2:

50%

Block 3:

100%

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)

