

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

I was trying to understand different strategies that can be taken. At the end, I tried to prime people into thinking I was gonna pick the number 1 signalled, but then I chose a different number after picking the correct number 2 ~~times~~ times.

Question 2

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

It started nice and innocent, but then we started to double and triple bluffing.

Question 3

How would you rate the cooperativeness of the other player?

1	2	3	4	5
<input checked="" 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.

No, they were unpredictable.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

I was planning to use the same strategy as before, lie and try to one-up the other player.

Question 2

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

~~Comp~~ It seemed completely random, there was 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 checked="" type="radio"/>	<input type="radio"/>	<input 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 checked="" type="radio"/>	<input 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 very frustrating because I wanted them to be equally invested in the game, but they weren't.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

I played according to the rules in the beginning, because I realised the best way to get as many points is to have a simple strategy. If we both had played with the rules, we would have 10 points each, which is good.

Question 2

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

They played nicely in the first half, but then tricked me.

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, they had the most understandable strategy.

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?

- 21
- female
- 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?

Yes, definitely. the instructions were very clear, and the trial runs helped as well.

Question 3

What was your mood like today?

It was okay, a bit stressed, but still good.

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, I know Arwen.

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:

0% → completely random

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)

