Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

If I signalled a number, I expected the other player to choose either that number +1, that number +3 or that number +5, so I would select number +2, number +4, number +6 a just the number I signalled as my response. If the other person signalled, I kied to use the same logic while also keeping in mind what my opponent did in previous counds.

Question 2

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

They often chose a number that was were a lot higher than the number that was signalled. This made it I think the shakegy was pletly similar to what I described above regarding which number where selected. The shakegy did feel pletly random as well, but so was my own.

Question 3

How would you rate the cooperativeness of the other player?

1	2	3	4 5
0	8	0	0 0
uncooperative		neutral	cooperative

Question 4

How would you rate the competitiveness of the other player?

1	2	3	4	5
0	0	0	Ø	0
competitive		neutral		competitive

Question 5

How competent was the other player at the Mod-Signal Game?

1	2	3	4	5
0	0	0	Ø	0
incompetent		neutral		competer

Question 6

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

Not really, after or few rounds it is predictable what what wind of move he will make but not exactly which number he is going to choose. Because of Mis it is just guessing and hoping you are unchy. but what which is fur for one round, but not very interesting for multiple rounds.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

I hed to pedict what my opponent was going to do based on their pearious action but also with a bit of graning guessing. I again fired to think ahead and hind of switched between chosing numbers close to the signaled number, and numbers which where a bit further away.

Question 2

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

The other player had a peetly good and efficience shategy. They also used the strategy of thinking ahead by choosing numbers further from the signalled number. Sometimes I felt like he really pedicted what I was going to do write it might also have been the case that he that he must made some buchy mans.

Question 3

How would you rate the cooperativeness of the other player?

1	2	3	4	5
0	0	0	8	0
uncooperative		neutral		cooperative

Question 4

How would you rate the competitiveness of the other player?

1	2	3	4	5 ,
0	0	0	100	Ø ^e
uncompetitive		neutral		competitive

Question 5

How competent was the other player at the Mod-Signal Game?

1	2	3	4	5
0	0	0	0	Ø
competent		neutral		competen

Question 6

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

You, It felt less acondon that the gone I played in sound 1 and more like I needed to really propose out his shartegy in older to beat him.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

I used a shilar shakegy as before, selecte thinking ahead and selecting a higher humber than I would expect my opponent to choose. I have af adhered before chosing umbas close the to the signified number and a number frether away.

Question 2

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

The other player's stotegy was charge a bit resembling my own. However, sometimes they chose a number lower than the signaled like which seemed to me a bit odd as the charges of withining a point with that are probably lower, making it seem a bit defensive as you would also not give he an opportunity of whining a point.

Question 3

How would you rate the cooperativeness of the other player?

ncooperative		neutral		cooperative
0	0	0	Ø	0
1	2	3	4	5

Question 4

How would you rate the competitiveness of the other player?

uncompetitive		neutral		competitiv
0	0	8	1	0
1	2	3 1	4	5

Question 5

How competent was the other player at the Mod-Signal Game?

1	2	3	4	5
0	0	0 .	Ø	0
ncompetent		neutral		competen

Question 6

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

yes, it was a combination of shakegy and Rondom mours which made it fin and once you had of predict their studiegy you can also with some 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?

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. He instruction where sufficient.
The kials did make it even more clear and beloed you more to get a sense of what would be a good shategy and

Question 3

What was your mood like today?

Relatively neutral but areal pretty good

Question 4

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

Do

Don't forget to answer the questions on the other side of the paper!

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Question 5

Did you know any of the other participants that you played with in the session before the start of the experiment?

NO.

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:

50%, the shateeyes seemed pretty random

Block 2:

80-1., it felt like the opponent had of figured out my shockeges

Block 3:

70%, it felt like # I could see throng the shotegy of the opponent somethines, but they also made some endown noves once in a white which where not very effective.

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)

