

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

At the beginning I thought that the best strategy is to actually choose the nr. I signaled, because the chances are higher to get as many points as possible by cooperating. After I noticed the pattern of the other player I started to lie and anticipate the next moves.

Question 2

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

The other player's strategy was to signal a number and to choose the number that's higher by 2 so he can get the point based on the assumption that I will choose the signaled nr + 1. I think it's hard to anticipate the other player's move using this strategy, at some point both of us choosing way higher numbers in order to trick the other.

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 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 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.

I would not like to play with this player because we cannot achieve together the goal of accumulating as many points as possible.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

I chose the nr I signaled until I saw that the other person started to choose a nr higher by 2. After that, I tried to anticipate the next moves by choosing higher numbers and trying to deceive. Sometimes I would actually choose the nr signaled so the participant thinks that I am truthful and then I would choose higher numbers.

Question 2

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

I think the other's player strategy was really good because it created a sense of trustworthiness in the beginning.

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 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, because he was not predictable the whole game but still followed the idea of both guiding points.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

In the beginning I thought we will not be able to cooperate because the other person chose random numbers. I still stuck to my strategy of choosing the same number I signaled but at the last rounds I started to choose higher numbers because I thought I gained the other player's trust.

Question 2

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

They would actually pick the number signaled which was beneficial to both of us, until the point where I would change my strategy and start to anticipate, which was more beneficial to 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 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 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 checked="" type="radio"/>	<input type="radio"/>
incompetent		neutral		competent

Question 6

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

I would like to play with this person again because I felt a sense of cooperation in most rounds and I think they're competent.

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

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S2

General Questionnaire

Question 1

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

Age: 19
Sex: Female
Study: Physics (1st year of Bachelor)

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?

The provided instructions were sufficient

Question 3

What was your mood like today?

Not too good

Question 4

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

I did not have any prior knowledge

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 did not know anybody

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%.

I don't think I played with a computer because I did not notice any patterns based on previous choices and I felt a sense of guessing rather than taking probabilities

Block 2: 60%.

I think I played with a human because they would stick to the signaled nr and cooperate

Block 3: 40%.

I think I played with a computer because the first choices were random

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)

