

## 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 or just the number I signalled as my response. If the other person signalled, I tried to use the same logic while also keeping in mind what my opponent did in previous rounds.

### 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 ~~was~~ a lot higher than the number that was signalled. ~~This made it~~ I think the strategy was pretty similar to what I described above regarding which numbers were selected. The strategy did feel pretty 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
<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 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.

Not really, after a few rounds it is predictable ~~which~~ what kind of move he will make but not exactly which number he is going to choose. Because of this it is just guessing and hoping you are lucky. ~~but that~~ which is fun for one round, but not very interesting for multiple rounds.