

## Questionnaire Block 1

### Question 1

Briefly describe the strategy that you used in this block.

At first - just trying stuff up. Then deceiving the opponent. Then alternating values. Then deceiving again in the alternating.

### Question 2

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

They did exactly what I did, with some patterns.

### 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 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 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.

Yes, I think I would be able to beat them.

## Questionnaire Block 2

### Question 1

Briefly describe the strategy that you used in this block.

I tried to improve in my previous strategy. I also looked for patterns whilst making myself not pattern-recognizable.

### Question 2

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

They played assuming most of my signals were truthful. Which I found nice because it would allow me to get points fairly easily.

### 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 checked="" 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 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.

Yes, I think I would win again.



### Questionnaire Block 3

#### Question 1

Briefly describe the strategy that you used in this block.

I first did as I did before, I deceived the person. However, the person did not trust me, so I became truthful in a few rounds. I then ~~started~~ started lying about my picks and winning patterns.

#### Question 2

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

There was no strategy at first. It was simply clicking. Then they started to trust me, to which I lied to win. They did not want either of us to win.

#### 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 checked="" 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, they were annoying to play with.

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

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## General Questionnaire

### Question 1

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

18, Male, ~~Computer~~ Computing Science.

### 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?

There should be more trials / more practice. I did not understand the game until my 10<sup>th</sup> real round.

### Question 3

What was your mood like today?

Relaxed/Neutral.

### 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?

I knew 2 of them -

**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:

70%

Block 2:

70%

Block 3:

90%

**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)

