

Questionnaire Block 1

Question 1

Briefly describe the strategy that you used in this block.

At first I did not really know what to do. Eventually my opponent and I kept choosing numbers further and further away from the signalled number to try to trump each other.

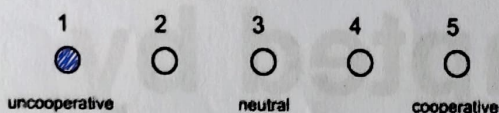
Question 2

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

See above; I based ~~my~~ my own strategy on what I thought they were doing.

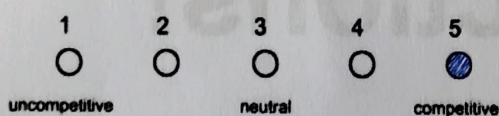
Question 3

How would you rate the cooperativeness of the other player?



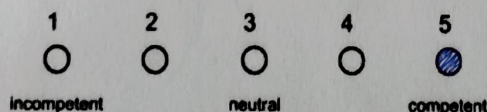
Question 4

How would you rate the competitiveness of the other player?



Question 5

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



Question 6

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

No. I felt like they kept trumping me, like I was always trying but failing to catch up to their strategy.

Questionnaire Block 2

Question 1

Briefly describe the strategy that you used in this block.

I first looked at what I thought the other player's strategy was, and tried to go along with that, which ended up similarly to block 1: getting further away from the signaled number. At a certain point I tried choosing numbers closer to the signal to indicate my strategy to the other player.

Question 2

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

It was similar to my previous opponent but seemed more random, kind of all over the place. ~~There~~

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 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 type="radio"/>	<input type="radio"/>
incompetent		neutral		competent

Question 6

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

Sure. It did not really feel like we were playing together though, since their actions did not seem to have a robust strategy behind it.

Questionnaire Block 3

Question 1

Briefly describe the strategy that you used in this block.

This time I actually counted the "space" in between the signal and the chosen number. My opponent and I kept switching between large and small spaces.

Question 2

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

I think they also tried to copy my strategy and indicate their own strategy 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 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 checked="" type="radio"/>	<input type="radio"/>
incompetent		neutral		competent

Question 6

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

Yes. It felt a lot more like we were playing together.

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?

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sex is female but I am a transgender man, so gender is male
I study the Master's Computational Cognitive 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?

Yes, the instructions and practice trials were sufficient

Question 3

What was your mood like today?

I'm quite cheertful and relaxed today.

Question 4

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

No. I am doing my Master's Thesis on tacit coordination which also involves strategy, but that's cooperation instead of competition so it's probably not that related.

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?

No, I don't think so. I didn't even really see 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% certain. I feel like this player was too good at it to be a computer, but maybe that's naive of me. I was also still getting into the task and trying out strategies, so maybe it was a computer and I was just an easy target.

Block 2:

20% certain. Some of the actions felt too random to me, as if we were not playing the same game.

Block 3:

90% certain. The switching of strategies (close / ~~too~~ far from signal) felt natural to me.

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)

