

## Questionnaire Block 1

### Question 1

Briefly describe the strategy that you used in this block.

I don't really know, I tried to establish what the opponent would do and OK up to. But not to much success

### Question 2

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

He Tried to always go one or higher than I did or he lost one or 2 too higher whenever I decided to anticipate his OK-up. To

### 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 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 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.

No, I think I'd lose miserably again



## Questionnaire Block 2

### Question 1

Briefly describe the strategy that you used in this block.

I attempted to confuse my opponent by picking nonsense numbers every now and again.

this worked however this made it harder to predict my opponent.

### Question 2

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

He tried to anticipate where I would go ~~only~~ <sup>mostly</sup> ignored my confusing moves.

### 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.

I mean I guess, we tied so ~~in a draw~~ <sup>in a draw</sup> I would like to try again to win



### Questionnaire Block 3

#### Question 1

Briefly describe the strategy that you used in this block.

I Tried to ~~not~~ focus on what my opponent did  
and anticipate that.

#### Question 2

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

He expected me to try to get him to go to the one I signalled  
so he often went on the same square as me at the start  
until I tried to anticipate this for

#### 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 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 checked="" 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~~ Maybe, I am slightly more interested in his strategy  
I guess. than playing again

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?

16, male AI

### 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, I+nos abit vague since I counted as labore  
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### Question 3

What was your mood like today?

😊, good

### Question 4

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

No not at all

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%, He was very good, so if the computer partner is supposed to be very good, ~~he may be a~~ it may have been him

Block 2:

30%, one of the only ones that ~~didn't~~ expected me to go to the OR I signalled just like the starting computer

Block 3:

90%, He played fairly irregular way, which I think a computer, unless somehow randomized, would not do.

**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)

