1. Strategic & Informed

In this game, you will see 4 monster families:

In each family there are several individuals, and the appearance of an individual might predict what food they like to eat.

When you interact with a monster family, different individuals will be presented to you. For each individual, two food items will be displayed, and you can click on the one you think it prefers. You will receive feedback whether your guess was correct or not.

On each trial, you can freely select to see another monster from the same family, or to switch to a different family.

Some families have food preferences that you can discover based on their appearance.

However, there might also be a monster family with unpredictable preferences.

In the main section of the task, we ask you to play for 250 trials and try to maximize your learning **about all the 4 families**.

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The task will be organized in 4 phases:

Introduction: We will give 15 trials per family to introduce them to you. This will take approximately 3 minutes.

Free Choice: You will have 250 trials in which you will freely select the monster family to interact with. You can switch at any moment from one family to another and as many times as you want. Try to maximize your learning for all 4 families during this period. This will take approximately 10 minutes.

Testing: We will briefly test how well you learned to predict the food preferences within each family. This will take approximately 3 minutes.

Questionnaire: There will be a post-task questionnaire at the end. This will also take approximately 3 minutes to complete.

Please, ensure your volume is at a comfortable listening level.

2. *Strategic & Uninformed*

In this game, you will see 4 monster families:

In each family there are several individuals, and the appearance of an individual might predict what food they like to eat.

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On each trial, you can freely select to see another monster from the same family, or to switch to a different family.

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Questionnaire: There will be a post-task questionnaire at the end. This will also take approximately 3 minutes to complete.

Please, ensure your volume is at a comfortable listening level.

3. *Free & Informed*

In this game, you will see 4 monster families:

In each family there are several individuals, and the appearance of an individual might predict what food they like to eat.

When you interact with a monster family, different individuals will be presented to you. For each individual, two food items will be displayed, and you can click on the one you think it prefers. You will receive feedback whether your guess was correct or not.

On each trial, you can freely select to see another monster from the same family, or to switch to a different family.

Some families have food preferences that you can discover based on their appearance.

However, there might also be a monster family with unpredictable preferences.

The task is organized in 3 phases:

Introduction: We will give 15 trials per family to introduce them to you. This will take approximately 3 minutes.

Free choice: During the next 250 trials, you will be able to freely select which monster family to interact with. You can switch at any moment from one family to another and as many times as you want.
This will take approximately 10 minutes.

Questionnaire: There will be a post-task questionnaire at the end. This will also take approximately 3 minutes to complete.

(You may play longer if you would like, but we will not pay any additional bonus for the extra time you spend on the task. If you do continue to play over the required 250 trials, please be aware of how much time is left remaining to submit the HIT.)

4. *Free & Uninformed*

In this game, you will see 4 monster families:

In each family there are several individuals, and the appearance of an individual might predict what food they like to eat.

When you interact with a monster family, different individuals will be presented to you. For each individual, two food items will be displayed, and you can click on the one you think it prefers. You will receive feedback whether your guess was correct or not.

On each trial, you can freely select to see another monster from the same family, or to switch to a different family.

Some families have food preferences that you can discover based on their appearance.

The task is organized in 3 phases:

Introduction: We will give 15 trials per family to introduce them to you. This will take approximately 3 minutes.

Free choice: During the next 250 trials, you will be able to freely select which monster family to interact with. You can switch at any moment from one family to another and as many times as you want.
This will take approximately 10 minutes.

Questionnaire: There will be a post-task questionnaire at the end. This will also take approximately 3 minutes to complete.

(You may play longer if you would like, but we will not pay any additional bonus for the extra time you spend on the task. If you do continue to play over the required 250 trials, please be aware of how much time is left remaining to submit the HIT.)

5. *Free & Informed & No training*

In this game, you will see 4 monster families:

In each family there are several individuals, and the appearance of an individual might predict what food they like to eat.

When you interact with a monster family, different individuals will be presented to you. For each individual, two food items will be displayed, and you can click on the one you think it prefers. You will receive feedback whether your guess was correct or not.

On each trial, you can freely select to see another monster from the same family, or to switch to a different family.

Some families have food preferences that you can discover based on their appearance.

However, there might also be a monster family with unpredictable preferences.

Free choice: During the next 250 trials, you will be able to freely select which monster family to interact with. You can switch at any moment from one family to another and as many times as you want.
This will take approximately 10 minutes.

Questionnaire: There will be a post-task questionnaire at the end. This will also take approximately 3 minutes to complete.

(You may play longer if you would like, but we will not pay any additional bonus for the extra time you spend on the task. If you do continue to play over the required 250 trials, please be aware of how much time is left remaining to submit the HIT.)