

	Bayesian Model:	Expected Utility Model:	Context Insensitive Model:	Random Subset Model:	
	$r = 0.777$	$r = 0.717$	$r = 0.367$	$k = 5:$ $r = 0.437$	$k = 20:$ $r = 0.712$
	Bayesian model, based on Expected Information Gain	Bayesian model optimizing expected bonus	Equivalent to no-knowledge state of Bayesian model	Pick random-k objects to use as a sampling set	
Bayesian update	Posterior computed over all objects	Posterior computed over all objects	Uniform distribution over objects	Posterior computed over k-chosen objects	
Choice Metric	Expected Information Gain	Probability we can correctly guess the object out of a random 20	Expected Information Gain	Expected Information Gain	
	Do people act in accordance with EIG in the bayesian framework?	Are people changing their behavior to be more efficient for the experiment design?	Are people picking questions from an overall “good bag”, ignoring current game context?	Are people approximating the Bayesian model by considering a subset of objects rather than all 1000?	