



UNIVERSITY OF AMSTERDAM
Faculty of Social and Behavioural Sciences

Dice Roll Experiment

Welcome! In the following experiment you will be asked to roll a dice in order to determine how much money you will receive.

First, to check that the dice you will use are fair, you and all other participants in the experiment are welcome to try rolling the dice and seeing for yourself.



Self-Paced condition



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Please put the dice in the cup and close it with the lid.

During this experiment you will be asked to shake the cup strongly in order to roll the dice, while keeping the dice in the cup. After rolling the dice do not move the cup. Then look through the hole into the cup and observe the result of the roll.

At the end of the experiment (once all testings of the experiment are finished), we will randomly select several participants and pay them according to the number that appeared on their dice (the number facing up). For the number 1 you will receive 2 euro, for the number 2 you will receive 4 euro, for the number 3 you will receive 6 euro, for the number 4 you will receive 8 euro, for the number 5 you will receive 10 euro, for the number 6 you will receive 12 euro.

Press next when you are ready to roll the dice and start the experiment.



The result of my dice roll is

1



2



3



4



5



6



Time-Pressure condition



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Please put the dice in the cup and close it with the lid.

During this experiment you will be asked to shake the cup strongly in order to roll the dice, while keeping the dice in the cup. After rolling the dice do not move the cup. Then look through the hole into the cup and observe the result of the roll.

At the end of the experiment (once all testings of the experiment are finished), we will randomly select several participants and pay them according to the number that appeared on their dice (the number facing up). For the number 1 you will receive 2 euro, for the number 2 you will receive 4 euro, for the number 3 you will receive 6 euro, for the number 4 you will receive 8 euro, for the number 5 you will receive 10 euro, for the number 6 you will receive 12 euro.

Please note – Once the experiment begins, you have only 8 seconds to roll the dice and fill in the number that came up. During the experiment, a stopwatch will appear onscreen showing the time you have left to complete the task. If you exceed the time limit, you will not be eligible to receive payment for the dice under cup task.

Press next when you are ready to roll the dice and start the experiment.



The result of my dice roll is

1



2



3



4



5



6





Please choose the response on the scale below that indicates how well each adjective or phrase describes your present mood.

	Definitely do not feel	Do not feel	Slightly feel	Definitely feel
Lively <i>"Full of life and energy; active and outgoing."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Peppy <i>"Lively and high-spirited."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Happy <i>"Feeling or showing pleasure or contentment."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Loving <i>"Feeling or showing love or great care."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	Definitely do not feel	Do not feel	slightly feel	definitely feel
Drowsy <i>"Sleepy and lethargic; half asleep."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tired <i>"In need of sleep or rest; weary."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Nervous <i>"Anxious or apprehensive"</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Calm <i>"Not showing or feeling nervousness, anger, or other strong emotions."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gloomy <i>"Causing or feeling depression or despondency."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	Definitely do not feel	Do not feel	slightly feel	definitely feel
Fed up <i>"Annoyed, unhappy, or bored, especially with a situation that has existed for a long time."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sad <i>"Feeling or showing sorrow; unhappy."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Jittery <i>"Nervous or unable to relax."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Grouchy <i>"Irritable and bad-tempered; grumpy; complaining."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Content <i>"In a state of peaceful happiness."</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



The ratio between the dice roll and the possible reward is...

- ☐ The reward (in euro) is equal to the outcome of the dice roll.
- ☐ The reward (in euro) is two times the outcome of the dice roll.
- ☐ The reward (in euro) is half of the outcome of the dice roll.
- ☐ The reward (in euro) is four times the outcome of the dice roll.

What is the chance that you will get the reward?

0 10 20 30 40 50 60 70 80 90 100



My dice role was fully anonymous-only I could know what I rolled.

- ☐ Strongly do not believe
- ☐ Do not believe
- ☐ Neutral
- ☐ Believe
- ☐ Strongly believe

Several students will receive a monetary reward for the dice under cup game.

- ☐ Strongly do not believe
- ☐ Do not believe
- ☐ Neutral
- ☐ Believe
- ☐ Strongly believe



