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# Experimental strategy

## 1) Initial setup

Decisions from experience (Full feedback paradigm)

Only positive outcomes

## 2) Introducing negative outcomes

Still decisions from experience (Full feedback paradigm)

Now both positive and negative outcome gambles (NO mixed)

## 3) Introducing mixed outcomes

Still decisions from experience (Full feedback paradigm)

Now both positive, negative and mixed outcome gambles

## 4) Introducing DO

Modelling two agents

Both decisions from experience

* One with full feedback – representing the DO
* One with partial feedback – representing the DM

Can be with outcome distributions as in both 1), 2) and 3).

# Gambles

## Positive outcomes

## Negative outcomes

## Mixed outcomes