

Instructions

Welcome! In this experiment you will play a series of lottery games, in which you must select one of two **urns** in order to get a reward. An urn looks like this:



Every new urn that you see has been filled with two types of coins: **positive** coins and **negative** coins. For example, the urn above has some coins that are labeled with "+20", as well as coins that are labeled with "-10", which look like this:



Every urn contains 100 coins, but there are a few things you don't know about them. At first, you don't know the actual values written on the coins coming from each urn. Most importantly, you don't know the **ratio of positive coins to negative coins**. For example, the coins could all be positive, they could all be negative, or the ratio could be anywhere in between.

The way that you learn about an urn is by clicking on it and seeing a randomly drawn coin (which is then put back into the urn, so the total number of coins never changes). Go ahead and click on the urn below a few times to learn about the coins it contains:



Instructions

In each game you will see two urns, each of which contains coins with different values (and different ratios of positive to negative coins). The goal of each game is to choose the urn that has the **highest average value**. At the end of the experiment, the average value of the urn that you choose will get added (or subtracted, if it's negative) to your bonus.

For example, if the urn that you choose has 50 coins labeled "-10" and 50 coins labeled "+30", then at the end the average value for the urn, 20 cents, will be added to your bonus.

As you just saw, you can learn about either urn by clicking on one at a time. Go ahead and try for the urns shown below:



Click the button below to continue.

Continue

A sampling trial. The participant can learn about one of the urns by clicking on it, after which a labeled coin will appear below it.

Game 1/6



TURN 1

Click the urn you want to learn about.

Participants are assigned to either a “trial-by-trial” or “planning” condition. In the “planning condition”, they start each game by deciding how many coins they would like to observe (seen here).

Instructions

Each game is made up of a series of turns. On each turn, you will first decide to either 1) **Continue Learning** by clicking on an urn and observing a randomly drawn coin, or 2) **Stop and Choose** by selecting the urn that you want to go toward your bonus.

In each game you must observe at least one coin, and can observe up to a maximum of 26 coins. You will begin each game by deciding **how many coins** you want to see before choosing one of the urns.

How many coins would you like to observe in this game? (Enter a value between 1 and 26)

Submit

In the “trial-by-trial” conditions, participants make a decision on every trial whether they want to continue learning about the options or stop sampling.

Instructions

Each game is made up of a series of turns. On each turn, you will first decide to either 1) **Continue Learning** by clicking on an urn and observing a randomly drawn coin, or 2) **Stop and Choose** by selecting the urn that you want to go toward your bonus.

In each game you must observe at least one coin, and can observe up to a maximum of 26 coins. At that point, you will be forced to choose one of the urns.

Continue

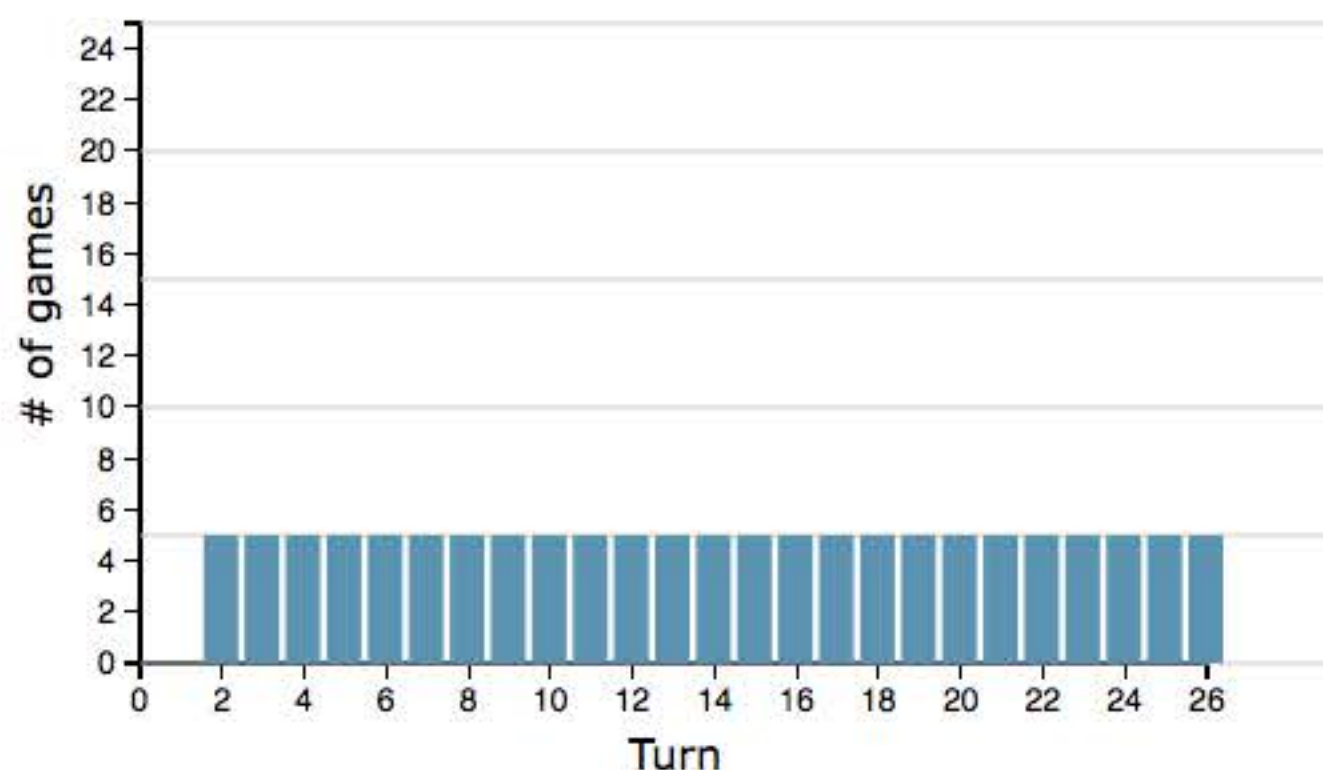
Participants are also assigned to one of four expiration conditions: 1) no expiration, 2) uniform, 3) normal, and 4) exponential. In conditions 2-4, participants are instructed that the games may “expire early” according to a distribution that is provided. This page shows the “uniform” condition.

Instructions

Finally, there's one more rule that is important. At the start of each game, the computer will randomly select a turn on which the game will **expire**. If the game expires before you decide to stop observing coins, a randomly chosen urn will fade out (see below), and whichever urn is left will go toward your bonus at the end of the experiment.



The chance of the game expiring is the same across all turns (up to the maximum 26th turn). For example, if you played the game 100 times, then the graph below shows the number of games that would expire on each turn. For instance, the game would have expired on the 2nd turn in 5 out of 100 games. Note that the game never expires on the first turn.



You'll now play a couple of practice games to become familiar with how it works. Click the button below to start the first practice game.

Continue

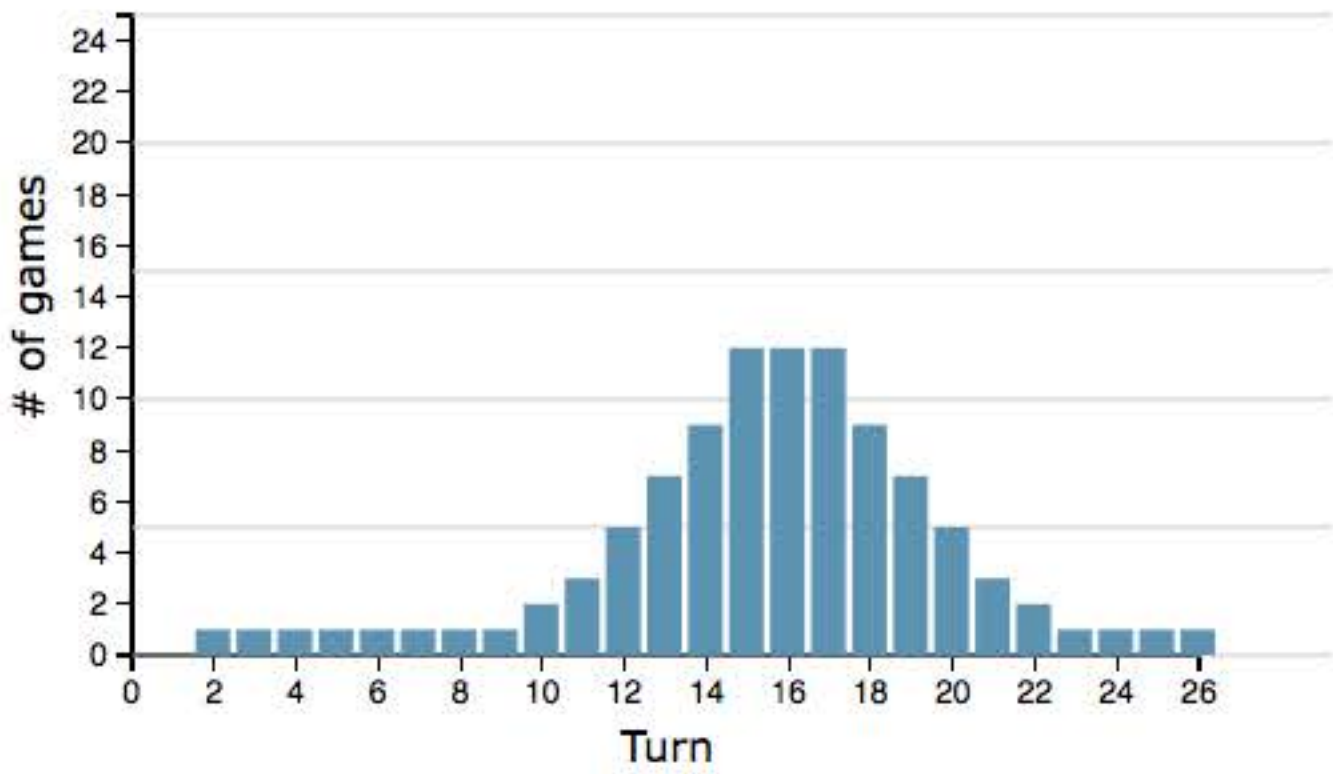
This page shows the “normal” expiration condition.

Instructions

Finally, there's one more rule that is important. At the start of each game, the computer will randomly select a turn on which the game will **expire**. If the game expires before you decide to stop observing coins, a randomly chosen urn will fade out (see below), and whichever urn is left will go toward your bonus at the end of the experiment.



The chance of the game expiring changes according to the turn. For example, if you played the game 100 times, then the graph below shows the number of games that would expire on each turn. For instance, the game would have expired on the 2nd turn in 1 out of 100 games, while it would have expired on the 16th turn in 12 out of 100 games. Note that the game never expires on the first turn.



You'll now play a couple of practice games to become familiar with how it works. Click the button below to start the first practice game.

Continue

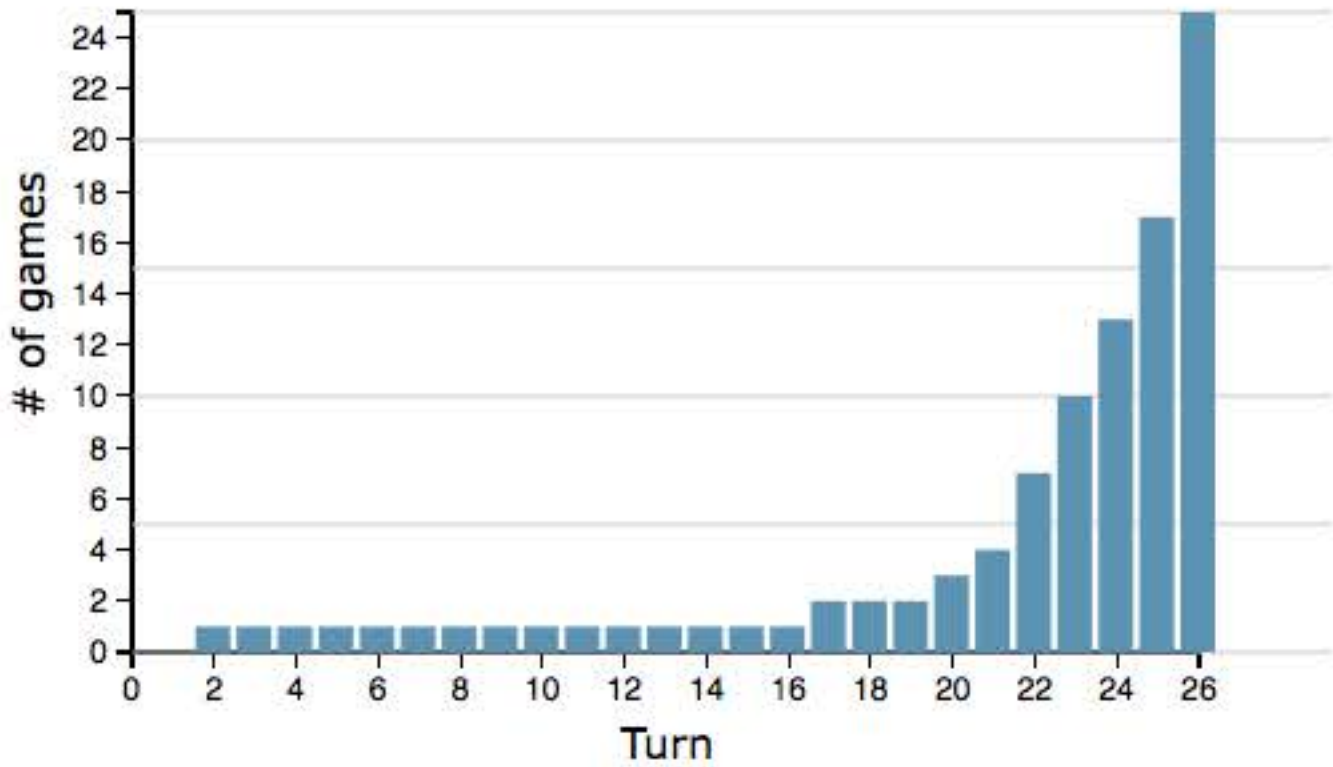
This page shows the “exponential” expiration condition.

Instructions

Finally, there's one more rule that is important. At the start of each game, the computer will randomly select a turn on which the game will **expire**. If the game expires before you decide to stop observing coins, a randomly chosen urn will fade out (see below), and whichever urn is left will go toward your bonus at the end of the experiment.



The chance of the game expiring changes according to the turn. For example, if you played the game 100 times, then the graph below shows the number of games that would expire on each turn. For instance, the game would have expired on the 2nd turn in 1 out of 100 games, while it would have expired on the 26th (final) turn in 25 out of 100 games. Note that the game never expires on the first turn.



You'll now play a couple of practice games to become familiar with how it works. Click the button below to start the first practice game.

Continue

At the end of the experiment, the average value of each choice is then summed to determine their final bonus payment.

Experiment Complete!

All done! Now you can see the results of your choices across all the games you played, and how they impact your final bonus:

Initial bonus:	\$1.00
Game 1:	0.69
Game 2:	-0.34
Game 3:	0.17
Game 4:	0.06
Game 5:	0.01
Game 6:	0.06
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Final bonus:	\$1.66

You will be eligible to receive the bonus after you've answered the following questions:

On a scale of 1-10 (where 10 is the most engaged), please rate how **ENGAGING** you found the task:

5 - Moderately

On a scale of 1-10 (where 10 is the most difficult), please rate how **DIFFICULT** you found the task:

5 - Moderately difficult

Do you have any other thoughts or suggestions about the task?

What gender do you identify with?

How old are you in years? Enter '-1' if you would prefer not to respond.

Submit