The Faculty of Humanities' Research Ethics Committee

APPLICATION FOR ETHICAL APPROVAL

1. Basic Information

Name of submitter: Robin Engelhardt

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Affiliation to the Faculty of Humanities: assistant researcher

Department: MEF

Date of submission (application): 08-02-2019

The project

Title of Research Project: The Canteen Dilemma

Date of project start: 25-02-2019

Date of project finish/finalized: 01-03-2019

Project participants

Robin Engelhardt, robin@hum.ku.dk, project manager

Thomas Nicolet, thomas1nicolet@gmail.com, student

2. Project information

Funding

The Carlsberg Foundation, grant no. CF 15-0212

Aim

The Canteen Dilemma intends to show what happens when people try to coordinate their actions without common knowledge. 'Common knowledge', as defined in the research literature, is much more than simply saying that something is known by all. It also implies that the fact that it is known is also known by all, a sort of agreement to the infinite degree. Common knowledge is an important theoretical concept in epistemic logic. It can be di-cult for people to imagine cases where the difference between mutual knowledge and common knowledge has practical significance however. Our experiment exhibits a structure where the lack of common knowledge makes a tangible difference.

Method

The experimental setup is facilitated through Amazon's Mechanical Turk (AMT), an online labor market and crowdsourcing platform, which has become a highly valued tool for social scientists who wish to conduct experimental research on the real time dynamics of large groups. Our experimental setup on AMT is simple. After accepting our 'HIT' ('human intelligence task') and providing informed consent, workers read an instruction page telling them to coordinate with another participant. If they succeed, they will win a bonus, if not, they might only receive the participation fee. After 10 rounds we ask the participants about their strategy while playing the game and about their understanding of what 'common knowledge' is.

Categories and variables

From each participant we will obtain 10 arrival times, connected with 10 choices about going either to A (the canteen) or B (the office) and 10 subjective measures (5-point likert scale) of certainty of being able to coordinate with the other player. In addition, players will answer a few questions about their strategy, and their understanding of the game. Please refer to the attached protocol for screendumps and the exact phrasing of questions.

Location of data collection and project

Players are recruited from AMT and ported to a dedication KU-server on https://demo.cibs.mef.sc.ku/ where the experiment wil be run. All data collected will be securely

stored on this server. No data will be stored in the cloud. Analysis of data will be done by Robin Engelhardt at CIBS.

Information provided to informants

Before entering the game, participant will have to check the box in the informed consent information page as shown below:

Informed Consent Information

Attention!
You have **2** minutes to read and accept this Consent Form.

If you are not going to proceed with this HIT, please return it right now!

Please read carefully before checking the box below.

Rules:

In this experiment you will be asked to coordinate your actions with an other player. If you succeed, you may get a substantial bonus on top of your participation fee. A player dropping out of the game due to a timeout will not receice any participation fee, and no bonuses will be given to either of you. The entire game has 10 rounds and will last no more than 5-20 minutes. **We ask you only to accept this HIT if you can commit to completing the game.**

Privacy:

The only personal information that will be available to the researchers is what is publicly available on your MTurk profile and any information that you choose to provide during the course of the study. This information will not be shared with any individuals who are not part of the research team.

Consent:

By checking the box below next to the red informed consent statement, you acknowledge that you have read the rules and privacy policy, you certify you are 18 years of age or older, and you agree that your participation is voluntary.

☐ *I acknowledge that I have read the rules and privacy policy, I certify I am 18 years of age or older, and I agree that my registration in the subject pool is voluntary.*

Time left to complete this page: **1:54**

[Next]

This study is conducted by the researchers from Center for Information and Bubble Studies, UCPH.

If you have any issues regarding the study, please contact us immediately via thomas1nicolet@gmail.com.

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Recruitment of informants

Participants will be recruited from Amazon Mechanical Turk. For further information on AMT, please see the attached protocol.

Opt-out options provided to informants

Participants will always be able to opt-out with the result that they won't receive any bonuses or participation fee.

Risks

There are no personal risks involved in participating in this experiment.

3. Storage/Archiving of data and anonymization

Storage/Archiving of data (during project)

There will be no need for anonymization because the game is played anonymously. The only personal information that will be available to the researchers is what is publicly available on the MTurk participant profile and any information that participants choose to provide during the course of the study. This information will not be shared with any individuals who are not part of the research team.

Storage/Archiving of data (after project)

Data will be stored on a dedicated UCPH drive at https://cibs.mef.sc.ku.dk. No third party is involved.

Transfer and sharing of data

Research data will be shared with no external collaborator. Only the researcher mentioned above will have access to the data.

Anonymization of data

We will store data anonymously, and any publications resulting from the experiment will have no references to any personal information. The only thing we will report on is the participant's choices.