Supplemental Information for “Spontaneous Peacebuilding and Calculated Harming”

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5. Experimental Information

The first series of experiments (“Experiment 1” in the main text) was conducted between July and August 2017.

The second series of experiments, including the time pressure condition (“Experiment 2”) was conducted between November and December 2022.

We recruited subjects from Amazon Mechanical Turk…

1. Sensitivity Analyses (SA)

SA1. Comparing decision times using log-transformed decision time

Past research studies (cite Rand 2012 etc., Nishi 2015) have found that because the distribution of decision times is heavily right-skewed, log-transforming decision times was appropriate. While we use un-transformed decision times in our comparative analyses found in the main text, we show the same analysis here using transformed decision time to demonstrate that the results hold on both scales.

[Show analysis here]

SA2. Adjusting the definition of cooperation-enhancing harming.

[Show analysis here]

1. Regression Models

We used logistic and linear mixed-effects models to control for clustering by game session and player to evaluate predictors of choosing harming and to demonstrate the effect of time pressure (in Experiment 2). We additionally add an indicator for each game round (1-15) to adjust for variation by game round.