

## Experimental Design Matrix: Information Structure in Bargaining

	Full Info (Control)	One-Sided (Treatment 1)	Two-Sided (Treatment 2)
<b>Information structure</b>	Both valuations public	AI valuation private	Both valuations private
<b>Human knows about AI</b>	AI value = \$6.00 (exact)	AI value $\in [4, 8]$ (range only)	AI value $\in [4, 8]$ (range only)
<b>AI knows about human</b>	Human value = \$8.00 (exact)	Human value = \$8.00 (exact, public)	Human value $\in [6, 10]$ (range only)
<b>Payoff formulas</b>	Deal: $H=8 - P, AI = P - 6$ No deal: both \$0	Deal: $H=8 - P, AI = P - 6$ No deal: both \$0	Deal: $H=8 - P, AI = P - 6$ No deal: both \$0
<b>Rounds</b>	6	6	6
<b>AI strategy</b>	Concession Ladder (identical)	Concession Ladder (identical)	Concession Ladder (identical)
<b>Turn structure</b>	Alternating (AI first)	Alternating (AI first)	Alternating (AI first)

*Yellow cells = treatment manipulation (differs across conditions)*