# Welcome

Thanks for choosing to participate in the study about memory and interaction. Please read the instructions carefully and follow them. Yoy have a copy of these instructions on a sheet of paper next to you.

In this study you will be asked to memorise faces, complete some simple arithmetic tests, and participate in an interaction task. Consider that your final payment will be determined by your performance as a mean of your results on the Memory and Arithmetic tasks and a randomly chosen round of the Interaction task. So, be sure to perform the best that you can each time!

The experiment is completely anonymous. The results of this research may be published, but no individual data will be published.

# Instructions for Interaction task

In each round you will participate in an interaction task with a randomly assigned participant in the room. Once the participant is assigned, he or she will always be the same. The performance and decisions that you and the other participant make will determine how much money you will make.

In this task you will each receive 100 DKK, and you must each decide how much of this money you will keep for yourself and how much you will invest in a common project. The money that you and the other participant invest will be multiplied by 1.5, divided in half and given to each one of you. The money you are not investing you will keep to yourself.

After choosing your investment, you will have the chance to indicate your expectations towards the outcome of this task.

# Interaction task: Example

You invest 30 DKK and the other participant invests 70 DKK. So you and the other participant put a total of 100 DKK in the common pool. It is multiplied by 1.5 and becomes 150 DKK. You keep the remaining 70 DKK (100 - 30 = 70) and get half of the pool. So in total you get 70 + 150/2 = 145 DKK.

In this case, had you invested 0 DKK (nothing), you'd get 135 DKK (and he/she would get 65 DKK).  
If you invested 100 DKK you'd earn 127.5 DKK (and he/she would get 167.5 DKK).

# Instructions for memory and arithmetic

You will be shown a face, an equation, a face, an equation etc. You should complete an arithmetic task as quickly as possible.

You should use the keys ARROW UP (=correct) or ARROW DOWN (=incorrect) to answer whether the equations are correct or not. E.g. when shown "2\*2+4=8 ?" press ARROW UP because it is correct. When shown "6/3-2=2 ?" press ARROW DOWN because it is incorrect.

In the end, you will have to recall which faces were presented. Use the arrow keys to navigate between 9 options and SPACE to select the faces you saw. Press RETURN when you have finished. You will get points if you select the correct face in the correct location in the sequence. If you forget e.g. what was the first face presented, just choose your best guess.

# Instructions for the real task

You will now have to do both the interaction task and the memory/arithmetic task. You start with faces/arithmetic but just before the recall, you will be presented with the first part of the interaction task. After recall you will be shown the second part of the interaction task.

Your payout from the interaction task depends on your average performance on the arithmetic and on face memory. So the better you do, the more you'll earn!

Some trials will be easy. Others will be very hard. Don't worry, just do your best.

# Experiment begins now!

That's it! This is the way the experiment goes. Remember to pay attention to both faces, equations and maximizing your profit from the interaction task. Later today we will pair you with one of the other participants in this room and calculate your profit. So you're litterally competing with one of the other participants!