Notes for Experimenter

## 1. Setting up a session room

* Navigate to [IP-address]/rooms/
* Click “Gettysburg Econ Lab”
* From the “session config” dropdown select “duopoly”
* Click “Configure Session”
  + Enter the date as a string “YYYMMDD”
  + Enter the time as a string in military time “HHMM” where HH \in [0,23]
  + Edit the treatmentorder list. This should be a list of the form “#, #, #”. The commas are important to include here. **Make sure this ordering matches the order planned for this session. [Consult the document XXXX.doc. Then double check it. Then triple check it.]**
    - Remember, 1=”1 price”, 2=”8 prices”, 3=”16 prices”
  + Don’t change the participation fee or the real\_world\_currency\_per\_point
* Enter the number of participants: 12
* Click “Create”

## 2. Signing in Participants

* In the “Room” interface (click the “Room” tab at the top of the page), you should be able to view “Participant-specific URLs”

## 2. Editing Metadata

* After you create a session, you will be brought to the session page (…/SessionStartLinks/<session\_code>)
* Click the “Edit” Tab
  + Under “Label” enter “**TBD**”
  + Under “Experimenter name” enter your initials (e.g., “dhb”)
  + Leave Participation fee and exchange rate unchanged
  + Note, leave the “comment” field blank for now, but come back to this screen to use the “comment” field to record any questions that you are asked throughout the experiment or anything unusual that occurs (e.g., “participant1 leaves to use the restroom at 14:35, returns 14:40”)
* Click “Next”. You should see a “Properties have been updated” banner.
* Click the “Monitor” tab

## 3. Advancing slowest users

* You will need to manually advance the experiment at two places, including now. To do this, go to the “Monitor” tab of the admin panel, and click the button “Advance slowest user(s)”
  + IntroductionSplash. After everyone is seated and ready to play, introduce yourself and advance to the next slide (intro e.g., “Hi, I am Dustin, I will be here throughout the experiment and available to answer any questions. If there are no questions now, we will get started.”)
  + PracticeEnd. After the practice matches end, players will be asked if they have any questions. You should also ask aloud, “Are there any questions before we begin the paid matches?” If yes, answer the questions. If no, advance to the next screen.

## 4. Payments

* As soon as players begin the survey, go to the “Payments” tab of the admin panel
  + Print this page to the printer in the control room

## 5. Data

* After all participants are done with the survey, go to the “Report” Tab in the admin panel (alternatively, you can visit …/duopoly/data/)
* Click “Download” next to the following items AFTER EVERY SESSION:
  + Ask Data
  + Combined Data
  + Response Times
* Click “Download” next to the following items after all sessions are complete:
  + Contract Data
  + Market Data
  + Survey Data
  + Codebook
* You may click the “view” button next to any item at any time to get an idea of how the data is shaping up. Try to avoid this so that you do not induce experimenter bias (ie if you react to what you see somehow), but the view button is a good tool for troubleshooting.