

corruption

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Description of the experiment

Two-by-two design: - Game type: simple game or charity game - Simulated partner: honest partner or dishonest partner

Participants are randomly assigned to one of the four conditions: - SH: simple game with honest partner - SD: simple game with dishonest partner - CH: charity game with honest partner - CD: charity game with dishonest partner

Each participant plays 20 rounds of the game. A round of game consists of the following steps: - Participant learns the reported number of the supposed partner - Participant throws a dice - Participant reports the number - Both players get paid according to the reported numbers - In the charity game a charity foundation gets a small amount of donation

Data from participants: 20 reported numbers, Questionnaire, Finger lengths, Saliva ??? Predictors: condition, (age, gender), ???

Data frame column names: ID, Game, Partner, V1, V2, ... V20, Q1, Q2, ... Q?, F2, F4, S??? ## effect size

random or non-random, khi square

comparing the four group, Two-way ANOVA

LM?