**Experiment protocol “Status and information transmission”**

1. **Preparing for the experiment**

**Run Ztree.**

As soon as everyone entered the audience and took their places, read the following text out loud: (slight changes such as word permutation are allowed, but the general meaning should not change).

“Hello, dear participants! We are glad to welcome you in our experiment aimed at the studying of economic behavior. The experiment lasts 1.5 hours and consists of several stages. At the beginning of each stage, we will distribute instructions to you and read them out loud.

During the experiment, any communication between participants is prohibited. Please turn off the sound of mobile phones and put them in a bag. All electronic devices must be removed from the table, it is forbidden to use them during the experiment. On the table you can leave a pen. Violators of these rules will be removed from the audience. Please fill in the consent form for participation in the experiment.”

Distribute the consent forms, wait for all participants to complete them, and collect the completed forms. Read the following:

“Make sure your computer is on.”

**\*Here explain how to turn on the computer and how to enter the username and the password if the computer is turned off. Then tell everybody how to run the zleaf program, rite the path to the file on the board and make sure that everyone has started \***

*Login: icef\_guest Password: icef\_password*

*C:\expecon\zleaf - Ярлык (on computer №1 general)*

If you have a question, please raise your hand silently and you will be approached. ”

**\*everybody must successfully run the program\*.**

If anyone is more than 10 minutes late, he is not allowed to participate. Say that the experiment has already begun and you regret that you cannot let them in. You can offer them to come to the next session.

**The minimum number of subjects per one session is 8 people!**

If 6 people or less came to the session, wait no more than 10 minutes to get the missing number of people. If they didn’t come, apologize, say that you cannot conduct an experiment, as there is no quorum, give everyone a participation fee (200 rubles each) and dismiss everyone. If there are more people than there are seats in the audience, give them a participation fee and let them go. **Priority is given to those who signed up for the experiment via the database! The second priority is given to for those who came earlier**. If the number of participants is odd, the most recent one should be dismissed.

Answer all the questions of the participants, but do not reveal the idea of the experiment. answer these questions equivocally and say that the participant should act as he sees fit in this situation. All attempts to communicate / look at / peer to a neighbor must be prevented! Address the first violation with a remark, after the second violation remove the participant from the room.

Keep track of time. If anyone answers the questions or plays a game for too long, remind everyone out loud to keep answering.

1. **First part of the questionnaire**

**Run module M1\_start.ztt (determines who answers part of the questionnaire at the beginning of the experiment and who answers all the questions at the end). Treatment -> Info -> n subjects, n groups, 1 period. Treatment -> Parameter Table -> ctrl 2, ctrl 1**

Read the following text.

“Dear participants! We start our experiment. Half of you will have to answer a few questions. Those who have not received questions, please wait. When you answer the questions on the screen, click the "OK" button to proceed to the next part. "

**Run module M2\_survey\_start.ztq**

1. **Dictator game (5 rounds)**

Give everyone instructions for the dictator game and read out loud:

"Now we move on to the next part of the experiment."

Next, read the text of the instructions that you distributed.

Read:

“At the top of the first page of the instructions, specify the date, time, and the computer number. On the other side of the instructions are test questions. Please respond to them to make sure you understand the rules. If you have a question, please raise your hand.

**Run module M3\_dictator\_v2.ztt Treatment -> Info -> n subjects, n/2 groups, 5 periods, exchange rate 2.5. Treatment -> Parameter Table -> ctrl 2, ctrl 1**

1. **Guessing numbers game (10 rounds)**

Give everyone instructions for the guessing game and read out loud:

"Now we move on to the next part of the experiment."

Next, read the text of the instructions that you distributed.

Read:

“At the top of the first page of the instructions, specify the date, time, and the computer number. On the other side of the instructions are test questions. Please respond to them to make sure you understand the rules. If you have a question, please raise your hand.

**Run module M4\_social\_learning\_7num.ztt Treatment -> Info -> n subjects, n/2 groups, 10 periods, exchange rate 4. Treatment -> Parameter Table -> copy into the first row of the table the first row from the same table for the dictator game, ctrl 1**

**During the experiment copy the numbers of computers into a separate table from the clients table.**

1. **Status measurement**

Read the following text.

"Now we ask you to fill in a short form."

**Run module M5\_status\_survey.ztt Treatment -> Info -> n subjects, n groups, 1 period. Treatment -> Parameter Table -> ctrl 2**

1. **Risk-lottery**

Give everyone instructions for the risk lottery game and read:

"Now we move on to the next part of the experiment."

Next, read out loud the text of the instructions that you distributed.

**Run module M6\_risk.ztt Treatment -> Info -> n subjects, n groups, 1 period. Treatment -> Parameter Table -> ctrl 2**

1. **Cognitive test and questionnaire at the end**

Read the following text.

"Now we ask you to answer a few questions."

**Run module M7\_cognitive\_test.ztq**

**At the end run module M8\_survey\_end\_v2.ztq**

1. **The end of the experiment and distribution of payoffs.**

While subjects are filling in the questionnaire, copy the winnings from the session table to another table, adding 200 roubles for participation. Enter the amount of winnings in digits in each receipt, writing on the top of the computer number. After all participants complete the survey, read the following text:

 “Dear participants! Our experiment is over. Now we will give you receipts. After you fill them in, please take your belongings and wait in the corridor. Take the receipts with you. You cannot take the instructions that we gave you. We will call you one by one, by computer number. You will be given your payoff in the envelope. When you get the payoff, give the receipt to the organizer.”

After that, distribute the receipts, wait until they are completed, and in turn call the participants to receive payment. When distributing payoffs, thank the participant for participating in the experiment and do not forget to take the receipt from him. To all the questions about the meaning of the experiment answer that the participants will be able to learn the results after they are published.

When all participants leave the audience, do the following.

1) Close the z-tree program and start its startup screen again.

2) Collect all instructions. Sort instructions by stages and discard those marked by participants.