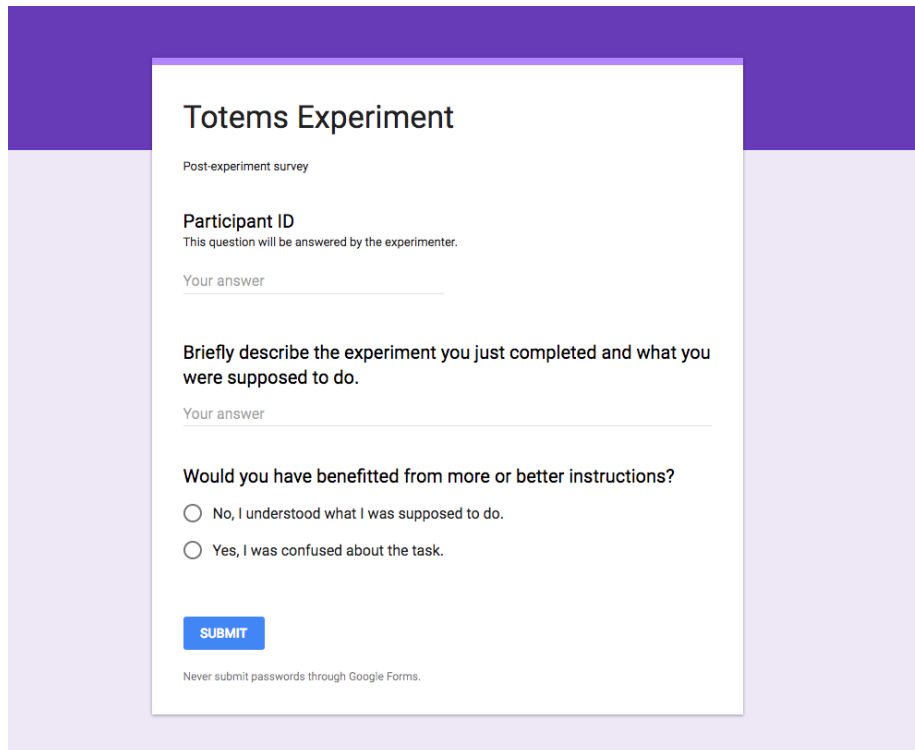


## Post experiment survey

After completing the Totems experiment, participants will be directed to take an online survey about their experience in the game. The primary purpose of this survey is to provide an opportunity for participants to relate any confusion they had about the task and their instructions in order to better understand their performance. Some examples of questions participants will be asked are shown below.



The image shows a screenshot of a Google Form titled "Totems Experiment". The form is set against a purple background. The title "Totems Experiment" is at the top in a large, bold, black font. Below the title, the text "Post-experiment survey" is displayed in a smaller font. The first question is "Participant ID", with a note below it stating "This question will be answered by the experimenter." There is a text input field labeled "Your answer". The second question is "Briefly describe the experiment you just completed and what you were supposed to do.", followed by another text input field labeled "Your answer". The third question is "Would you have benefitted from more or better instructions?", with two radio button options: "No, I understood what I was supposed to do." and "Yes, I was confused about the task." At the bottom of the form is a blue "SUBMIT" button. A small disclaimer at the very bottom reads "Never submit passwords through Google Forms."

Figure 1: A post experiment survey designed to assess the extent to which participants were able to complete the experiment as instructed.

Additional questions that may be asked to assess other aspects of participant performance include:

- How familiar are you with this type of game? (*1-7 Likert scale*)
- How enjoyable did you find the game? (*1-7 Likert scale*)
- How difficult did you find the game? (*1-7 Likert scale*)

Participants will also be asked about a particular strategy they may have employed, and whether or not they were able to determine the primary hypotheses of the experiment. These questions are worded as follows:

- Did you use a specific strategy for combining resources in the game? If so, please describe it. (*short answer*)
- Please describe what you think the experimenters hoped to find as a result of this experiment. (*short answer*)

Additional questions may be asked depending on condition. These questions include:

- How much did having a teammate help you complete this game? (*1-7 Likert scale*)
- How much did it help to start with some innovations left by your ancestor? (*1-7 Likert scale*)
- Compare how hard you tried in this task to how hard you believe your teammate tried. (*multiple choice*)
- How do you think your performance would have changed if you would have had a teammate? (*multiple choice*)

Question wording and response scales may be slightly changed based on feedback from participants, e.g., if they found any of the questions confusing or difficult to answer. Not all of these questions may be asked of every participant depending on condition and length of time.