{% extends "global/Page.html" %}  
{% load static otree %}  
  
{% block title %}  
 Instructions  
{% endblock %}  
  
  
{% block content %}  
  
<**p**>  
 Welcome! Please read the following instructions very carefully.  
</**p**>  
  
{% if group.treatment == 'Baseline' or group.treatment == 'Race Salient' %}  
 <**p**>  
 You and another participant have been matched together to form a two-member team. The other participant will work on a button-pressing task to be described below. Each of you will earn $1 simply for participating in this study. You may each earn more based on the decisions you and your team member take. All earnings will be transferred to your accounts within 24 hours.

Your specific task is to <**b**>select a bonus rate for the participant</**b**> who will work on a simple button-pressing task  
 (details of button-pressing task are given below). Both you and the other participant will be paid 1 dollar  
 just for participating in this study, you both can earn additional bonus amount depending upon the decisions in  
 this experiment. The bonuses will be paid in 24 hours.  
 </**p**>  
{% else %}  
 <**p**>  
 Your task is to <**b**>select a bonus rate for another participant</**b**> who will work on a simple button-pressing task  
 (details of button-pressing task are given below) and then <**b**>decide whether to reward the other participant</**b**>  
 based on the number of points scored by him/her. Both you and the other participant will be paid 1 dollar  
 just for participating in this study, you both can earn additional bonus amount depending upon the decisions in  
 this experiment. The bonuses will be paid in 24 hours.  
 </**p**>  
{% endif %}  
  
<**p**>  
 Once a bonus rate is set, your team member will work on the button-pressing task. Her output will be scored as follows. Every time she successfully presses the “a” button and follows it with the “b” button, your team scores 1 point. We, the experimenters, will not choose a bonus rate for your team member. However, we will pay you a bonus rate of <**b**>10 cents for every 100 points your team member scores</**b**>. You will be asked to determine your team member’s bonus rate, that is, it is up to you to decide how much of your own bonus you will be prepared to share with your team member before he/she starts the task. Of course, the bigger the bonus you choose for your team member, the less your own bonus will be. You would want to try and incentivize your team member to score as many points as possible. Be aware, it is possible that he/she may choose to stop working well before the 10-minute mark is up. It is even possible he/she does not score any points at all! </**p**>  
  
{% if group.treatment == 'Three Stage' or group.treatment == 'Race Salient & Three Stage' %}  
 <**p**>  
 Additionally, you may decide to give ten percent of your bonus payment to the other participant as a <**b**>reward</**b**>  
 after he/she has finished working. The other participant will not know whether you have chosen to reward  
 him/her until he/she has finished working on the task.  
 </**p**>  
{% endif %}  
  
{% if group.treatment == 'Baseline' or group.treatment == 'Three Stage' %}  
 <**p**>  
 The other member of your team will not know anything about you and will only see the bonus rate you selected before starting their work.  
 </**p**>  
{% else %}  
 <**p**>  
 The other participant will see your picture and the bonus rate selected by you before starting to work on the task.  
 </**p**>  
{% endif %}  
  
{% if group.treatment == 'Baseline' or group.treatment == 'Race Salient' %}  
 <**p**>  
 <**b**>  
 To summarize, all you will need to do is select a bonus rate for your team member who will observe what you have chosen, nothing else, before commencing work on the button-pressing task. Bonus payments will be determined once your team member has finished working on the task.  
 </**b**>  
 </**p**>  
{% else %}  
 <**p**>  
 <**b**>  
 To summarize, all you will select a bonus rate for another participant and decide whether to reward the other  
 participant based on number of points scored by him/her, the other participant will only observe the bonus rate  
 chosen by you before starting to work on a task for 10 minutes. Your decision to reward will be revealed to the  
 other participant after he/she has finished working on the task. Bonus payments will be determined once the  
 other participant has finished working on the task.  
 </**b**>  
 </**p**>  
{% endif %}  
  
<**p**>  
 Here are few examples of how bonuses for you and the other participant will be calculated.  
</**p**>  
  
{% if group.treatment == 'Baseline' or group.treatment == 'Race Salient' %}  
  
 <**p**>  
 <**b**>Example 1:</**b**> Suppose you choose 5 cents for the other participant and that participant score 2000 points in  
 10 minutes, then your bonus amount will be (10-5)×2000/100=100 cents=$1 and the other participant’s bonus amount  
 will be 5×2000/100=100 cents=$1.  
 </**p**>  
  
 <**p**>  
 <**b**>Example 2:</**b**> Suppose you choose 0 cents for other participant and that participant scores 2000 points, then  
 your bonus amount will be (10-0)×2000/100=200 cents=$2 and the other participant’s bonus amount will be  
 0×2000/100=0 cent=$0.  
 </**p**>  
  
 <**p**>  
 <**b**>Example 3:</**b**> Similarly, suppose you choose 10 cents for the other participant and that participant again  
 score 2000 points, then your bonus amount will be (10-10)×2000/100=0 cents=$0 and the other participant’s bonus  
 amount will be 10×2000/100=200 cents=$2.  
 </**p**>  
  
 <**p**>  
 Here is the calculator in which you can input different values for bonus rate, and expected points scored by the  
 other participant to see the bonus amount for yourself and the other participant. Feel free to try different  
 numbers and get the sense of how bonuses are determined.  
 </**p**>  
  
 <**form method="post" name="earning\_calculator" action="form-to-email.php"**>  
 <**body**>  
 <**fieldset**>  
 <**legend**>Bonus Calculator</**legend**>  
 </**fieldset**>  
  
 <**table width="" border=""**>  
 <**tbody**>  
 <**tr**>  
 <**tr**>  
 <**th scope="col"**>Bonus rate for other participant (per 100 points scored)</**th**>  
  
 <**td**>$<**select id="Line\_One" name="Line\_One" onchange="  
 document.getElementById('value1').value=this.value;  
 document.getElementById('e\_earning').value = (Math.round(((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*100))/100;  
 document.getElementById('w\_earning').value = (Math.round((document.getElementById('value1').value \* (document.getElementById('value2').value/100))\*100))/100;  
 document.getElementById('value3').value=Math.round((0.1-document.getElementById('value1').value)\*100)/100"**>  
 <**option value=""**> Select here </**option**>  
 <**option value="0"**> 0 </**option**>  
 <**option value="0.01"**> 0.01 </**option**>  
 <**option value="0.02"**> 0.02 </**option**>  
 <**option value="0.03"**> 0.03 </**option**>  
 <**option value="0.04"**> 0.04 </**option**>  
 <**option value="0.05"**> 0.05 </**option**>  
 <**option value="0.06"**> 0.06 </**option**>  
 <**option value="0.07"**> 0.07 </**option**>  
 <**option value="0.08"**> 0.08 </**option**>  
 <**option value="0.09"**> 0.09 </**option**>  
 <**option value="0.1"**> 0.10 </**option**>  
 </**select**></**td**>  
 </**tr**>  
 <**tr**>  
 <**th**>  
 <**label for="value3"**>Your bonus rate (per 100 points scored)</**label**>  
 </**th**>  
 <**td**>  
  
 $<**input type="text" id="value3" name="" placeholder="Change bonus rate for other participant to change this" disabled**>  
 </**td**>  
 </**tr**>  
 <**tr**>  
 <**th scope="col"**>Points Scored by the other participant</**th**>  
 <**td**><**input style="**border:none**" type="numeric" id="Line\_Two" name="Line\_Two" onchange=  
 "document.getElementById('value2').value=this.value;  
 document.getElementById('e\_earning').value = (Math.round(((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*100))/100;  
 document.getElementById('w\_earning').value = (Math.round((document.getElementById('value1').value \* (document.getElementById('value2').value/100))\*100))/100" placeholder="Enter numeric value here"**>  
 </**td**>  
 </**tr**>  
 <**tr**>  
 <**th**>  
 <**label for="e\_earning"**>Your Bonus Amount</**label**>  
 </**th**>  
 <**td**>  
 $<**input style="**border:none**" type="text" id="e\_earning" name="e\_earning" placeholder="Enter points scored to see this" disabled**>  
 </**td**>  
 </**tr**>  
 <**tr**>  
 <**th**>  
 <**label for="w\_earning"**>Other participant's Bonus Amount</**label**>  
 </**th**>  
 <**td**>  
 $<**input style="**border:none**" type="text" id="w\_earning" name="w\_earning" placeholder="Enter points scored to see this" disabled**>  
 </**td**>  
 </**tr**>  
 </**tbody**>  
  
  
 </**table**>  
 <**fieldset**>  
 <**input type="hidden" id="value1"**>  
 <**input type="hidden" id="value2"**>  
 <**input type="hidden" id="value3"**>  
  
 </**fieldset**>  
  
 </**body**>  
 </**form**>  
{% else %}  
 <**p**>  
 <**b**>Example 1:</**b**> Suppose you choose 5 cents for the other participant and that participant score 2000 points  
 in 10 minutes, then your bonus amount will be (10-5)×2000/100=100 cents = $1 and the other participant’s bonus amount  
 will be 5×2000/100=100 cents = $1. You will have an option to reward $0.1 (10 percent of your bonus amount) to  
 the other participant, that will make your final bonus amount to be $0.9 while other participant’s bonus  
 amount will be $1.1.  
 </**p**>  
  
 <**p**>  
 <**b**>Example 2:</**b**> Suppose you choose 0 cents for other participant and that participant scores 2000 points,  
 then your bonus amount will be (10-0)×2000/100=200 cents = $2 and the other participant’s bonus amount will  
 be 0×1000/100=0 cents = $0. You will have an option to reward $0.2 (10 percent of your bonus amount)  
 to the other participant, that will make your final bonus amount to be $1.8 while other participant bonus  
 amount will be $0.2.  
 </**p**>  
  
 <**p**>  
 <**b**>Example 3:</**b**> Similarly, suppose you choose 10 cents for the other participant and that participant again  
 score 2000 points, then your bonus amount will be (10-10)×2000/100=0 cents = $0 and the other participant’s  
 bonus amount will be 10×2000/100=200 cents = $2. You cannot reward any amount in this case because your bonus  
 amount is zero.  
 </**p**>  
  
 <**p**>  
 Here is the calculator in which you can input different values for bonus rate, and expected points scored by the  
 other participant to see the bonus amount for yourself and the other participant. Feel free to try different  
 numbers and get the sense of how bonuses are determined.  
 </**p**>  
  
 <**form method="post" name="earning\_calculator" action="form-to-email.php"**>  
 <**body**>  
 <**fieldset**>  
 <**legend**>Bonus Calculator</**legend**>  
 </**fieldset**>  
  
 <**table width="" border=""**>  
 <**tbody**>  
 <**tr**>  
 <**tr**>  
 <**th scope="col"**>Bonus rate for other participant (per 100 points scored)</**th**>  
  
 <**td**>$<**select id="Line\_One" name="Line\_One" onchange="  
 document.getElementById('value1').value=this.value;  
 document.getElementById('e\_earning').value = (Math.round((((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*(1-document.getElementById('value4').value))\*100))/100;  
 document.getElementById('w\_earning').value = (Math.round(((document.getElementById('value1').value \* (document.getElementById('value2').value/100))+(((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*document.getElementById('value4').value))\*100))/100;  
 document.getElementById('value3').value=Math.round((0.1-document.getElementById('value1').value)\*100)/100"**>  
 <**option value=""**> Select here </**option**>  
 <**option value="0"**> 0 </**option**>  
 <**option value="0.01"**> 0.01 </**option**>  
 <**option value="0.02"**> 0.02 </**option**>  
 <**option value="0.03"**> 0.03 </**option**>  
 <**option value="0.04"**> 0.04 </**option**>  
 <**option value="0.05"**> 0.05 </**option**>  
 <**option value="0.06"**> 0.06 </**option**>  
 <**option value="0.07"**> 0.07 </**option**>  
 <**option value="0.08"**> 0.08 </**option**>  
 <**option value="0.09"**> 0.09 </**option**>  
 <**option value="0.1"**> 0.10 </**option**>  
 </**select**></**td**>  
 </**tr**>  
 <**tr**>  
 <**th**>  
 <**label for="value3"**>Your bonus rate (per 100 points scored)</**label**>  
 </**th**>  
 <**td**>  
  
 $<**input type="text" id="value3" name="" placeholder="Change bonus rate for other participant to change this" disabled**>  
 </**td**>  
 </**tr**>  
 <**tr**>  
 <**th scope="col"**>Points Scored by the other participant</**th**>  
 <**td**><**input style="**border:none**" type="numeric" id="Line\_Two" name="Line\_Two" onchange=  
 "document.getElementById('value2').value=this.value;  
 document.getElementById('e\_earning').value = (Math.round((((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*(1-document.getElementById('value4').value))\*100))/100;  
 document.getElementById('w\_earning').value = (Math.round(((document.getElementById('value1').value \* (document.getElementById('value2').value/100))+(((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*document.getElementById('value4').value))\*100))/100"  
 placeholder="Enter numeric value here"**>  
 </**td**>  
 </**tr**>  
 </**tr**>  
 <**tr**>  
 <**th scope="col"**>Reward Other Participant</**th**>  
 <**td**><**select id="Line\_Three" name="Line\_Three" onchange="  
 document.getElementById('value4').value=this.value;  
 document.getElementById('e\_earning').value = (Math.round((((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*(1-document.getElementById('value4').value))\*100))/100;  
 document.getElementById('w\_earning').value = (Math.round(((document.getElementById('value1').value \* (document.getElementById('value2').value/100))+(((0.1 - document.getElementById('value1').value) \* (document.getElementById('value2').value/100))\*document.getElementById('value4').value))\*100))/100"**>  
 <**option value="." selected="selected"**> Select </**option**>  
 <**option value="0.1"**> Yes </**option**>  
 <**option value="0"**> No </**option**>  
 </**select**></**td**>  
 </**tr**>  
  
 <**tr**>  
 <**th**>  
 <**label for="e\_earning"**>Your Bonus Amount</**label**>  
 </**th**>  
 <**td**>  
 $<**input style="**border:none**" type="text" id="e\_earning" name="e\_earning" placeholder="Enter points scored to see this" disabled**>  
 </**td**>  
 </**tr**>  
 <**tr**>  
 <**th**>  
 <**label for="w\_earning"**>Other participant's Bonus Amount</**label**>  
 </**th**>  
 <**td**>  
 $<**input style="**border:none**" type="text" id="w\_earning" name="w\_earning" placeholder="Enter points scored to see this" disabled**>  
 </**td**>  
 </**tr**>  
 </**tbody**>  
  
  
 </**table**>  
 <**fieldset**>  
 <**input type="hidden" id="value1"**>  
 <**input type="hidden" id="value2"**>  
 <**input type="hidden" id="value3"**>  
 <**input type="hidden" id="value4"**>  
  
 </**fieldset**>  
  
  
 </**body**>  
 </**form**>  
  
{% endif %}  
  
<**p**>  
 Make sure you understand the instructions before proceeding. The next screen will ask you questions to test  
 your understanding of the experiment.  
</**p**>  
  
<**p**>  
 <**b**>Description of Task:</**b**> The object of the task is to alternately press the “a” and “b” buttons on the  
 keyboard as quickly as possible for 10 minutes. Every time the other participant successfully presses the “a”  
 and then the “b” button, he/she will receive a point. Note that points will only be rewarded when the other  
 participant alternate button pushes: just pressing the “a” or the “b” button without alternating between the  
 two will not result in points. Buttons must be pressed by hand only (key-bindings or automated button-pushing  
 programs/scripts cannot be used) or the task will not be approved. The other participant is free to score as  
 many points as he/she can.  
</**p**>  
 {% next\_button %}  
  
{% endblock %}