# The Lab Generalizes Dynamic Trust Behavior on Mechanical Turk

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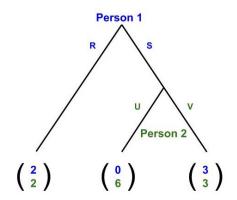


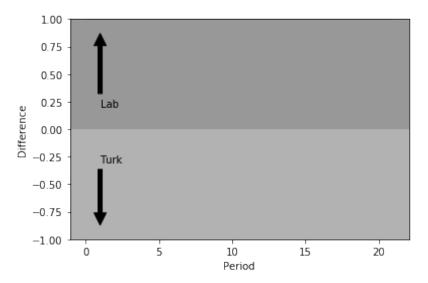
The study provides evidence for two questions. Across populations in and out of the lab, in dynamic games:

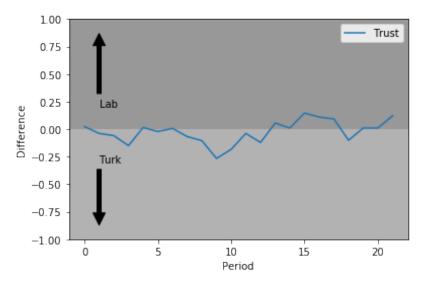
- Do subjects respond to the same things?
- 2 And do they behave in the same ways?

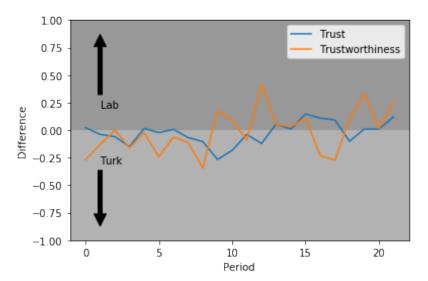
## Experimental Design

- Experimental Econ Lab
- Amazon Mechanical Turk
- Visible trust history
- Indefinite horizons
- Anonymity
- Software: oTree









	Trust		Trustworthiness	
	Lab	MTurk	Lab	MTurk
Last Choice	-0.0255	0.1581	-0.3946***	-0.2247***
Last Three	-0.1712***	-0.1188***	-0.2388***	-0.2300***
Seen LC	0.0891	0.2512	-0.0087	-0.0098
Seen L3	0.0481	-0.0161	-0.1144***	-0.0372
Pair LC	0.0969*	$0.1062^{**}$	0.0200	0.0710
Pair L3	0.0515	0.0429	0.1179**	0.0105
Own Ratio	1.8186***	$1.4725^{***}$	2.0726***	2.1083***
Pair Ratio	0.1003	-0.1720	-0.3539	-0.1306
Round	0.0047	$0.0068^{**}$	-0.0045	0.0034
N	352	594	205	333
$R^2$	0.5728	0.4454	0.6284	0.5283

Note: \*\*\* p < 0.01, \*\* p < 0.05, \* p < 0.10.

### Hypothesis and Equivalence Tests

Q. Do the populations behave differently?

Person 1 - 
$$p_1 = 0.4100$$
  
Person 2 -  $p_2 = 0.2151$ 

We cannot reject the null that trust(worthiness) is equal.

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Q. Is their behavior equivalent?

Person 1 - 
$$d_1 = 0.0250 < \theta_1^{90\%} = 0.0565$$
  
Person 2 -  $d_2 = 0.0473 < \theta_2^{90\%} = 0.0507$ 

We are 90% confident of equivalence.

#### Subjects respond to the same things and in the same way.

