



Experimental design suggestion

Based on the **decision from experience** paradigm. Aims to how choice architecture influence decision in Monty Hall task (Luca, 2007).

- n-doors Monty Hall Game
- Introduce a search cost
- Within subjects: 5 versus 9 doors
- Addition Between subjects: sorted versus unsorted door color sequence (e.g., red to green)

Research questions:

- Does the complexity level of the choice environment influence human perception of the host's action?
- Is the switch last minute (SLM) paradigm the optimal solution for a sorted n-door game version and can we replicate it experimentally?



Unity environment

Freely available on
<https://github.com/tobias-weiss-ai-xr/PicoExperiments>



- Unity 2022.3
- PICO Unity Integration SDK 230
- Eye tracking and face tracking examples
- Templates / Demos for
 - AI Agent Showroom
 - Supermarket
 - Tank/Car/Plane showroom
 - Immersive Questionnaire
 - Let's make a deal (Monty Hall)
 - and more...