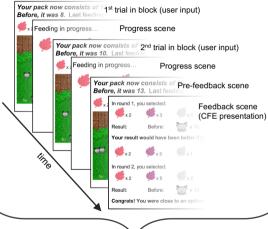
Plausible Alien Zoo Game (6 blocks á 2 trials)

Structure of 1 block:



Task performance (pack size)† Decision time[†]

Post-Game Survey

Multiple choice items:

- 1. Which plants were relevant to increase pack size?
- 2. Which plants were not relevant to increase pack size?

Likert-scale items:

- "Lunderstood the feedback."
- 5. "Feedback helped me."
- 6. "I was able to use the feedback."
- 7. "Please select 'I prefer not to answer'."
- "I found inconsistencies in the feedback."

4. "I needed support to understand the feedback."

- 9. "Most people would quickly learn to work with the feedback."
- 10. "Feedback was presented timely and efficiently."

Demographic information:

- Gender
- Age

Self-reports‡ Demographic data