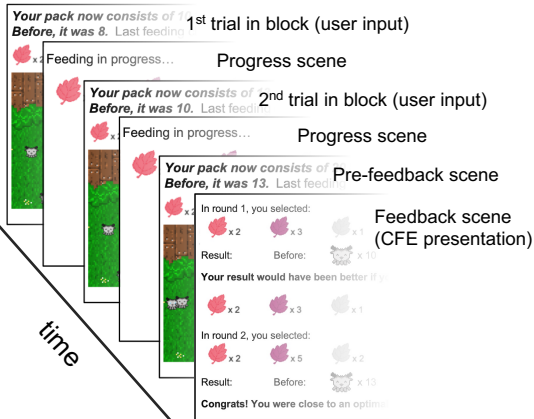


a Plausible Alien Zoo Game

(6 blocks á 2 trials)

Structure of 1 block:



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

b 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, adapted from [33]:

3. "I understood the feedback."
4. "I needed support to understand the feedback."
5. "Feedback helped me."
6. "I was able to use the feedback."
7. "Please select 'I prefer not to answer'."
8. "I found inconsistencies in 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