

Consent

Welcome to the experiment, please thoroughly read the information below before completing the consent form.

PARTICIPANT INFORMATION SHEET

Title: Playing games in groups
Ethics Approval Reference: R47094/RE001

Please take some time to read this information and ask any further questions if anything is unclear.

Background and aims of the study

This study hopes to understand how people share points in trading games when playing in groups. This study is funded by the Economic and Social Research Council.

Why have I been invited?

You have been invited to take part in this research because you are aged between 18 and 40 and we are interested in how adults make decisions in trading games when they are playing in groups. To take part you should be aged 18-40 and fluent in English.

Do I have to take part?

No, you can ask questions about the study before deciding whether or not to participate. If you do agree to participate, you may withdraw yourself, and your data, from the study at any time, without giving a reason and without penalty, by advising the researchers of this decision.

What will happen in the study?

This is a study looking at how you perform in a computer game played as a team. If you are happy to take part in the study, you will be asked to take part in groups of up to eight. All participants will complete the same trading game in groups (participants will be divided into two teams). The game involves sharing points by sending points between teams. Participants will first complete some questionnaires before seeing task instructions for the game. Participants will play the game on their computer, and will also be asked to complete questionnaires during and after the game on the computer.

This should take approximately 60 minutes.

The study will take place at the Experimental Psychology Department at University of Oxford/online via the Experimental Psychology Department at University of Oxford.

You will be compensated for your time at a rate of £8 per hour. Mechanical Turk participants will receive \$2 for participation. In addition, one group of participants (selected at random using a lottery) will receive a monetary bonus (1 shared prize of £100). Lottery tickets will be based on your earnings in the game.

Are there any potential risks in taking part?

There are no risks involved in taking part beyond those experienced in everyday life. In order to mitigate any potential risks, the researchers will answer any questions you may have and provide a full explanation of procedures upon completion of the study.

Are there any benefits in taking part?

There will be no direct benefit to you from taking part in this research.

What happens to the data provided?

The research data will be stored confidentially using an anonymised ID code so that the results cannot be linked back to you. All data will be securely stored on password protected computers and in locked file cabinets only accessible to the research team. Signed consent forms will be stored separately from the research data in locked file cabinets only accessible to the research team.

All research data and records will be stored for a minimum retention period of five years in accordance with the [University of Oxford's Policy on the Management of Research Data & Records](#).

Will the research be published?

The research may be published in peer reviewed scientific journals, and presented at a scientific conference or a university seminar. We may also publish results on our website. We would be happy to discuss the results of the study with you and to send you a copy of the published results, if you would like to receive a copy of the results when the study is completed please let the researcher know.

Who has reviewed this study?

This project has been reviewed by, and received ethics clearance through, the University of Oxford Central University Research Ethics Committee (reference: R47094/RE001).

Who do I contact if I have a concern about the study or I wish to complain?

If you have a concern about any aspect of this study, please speak to the relevant researcher [Danielle Shore 01865 271335] or her supervisor [Brian Parkinson 01865 271423], who will do their best to answer your query. The researcher should acknowledge your concern within 10 working days and give you an indication of how they intend to deal with it. If you remain unhappy or wish to make a formal complaint, please contact the relevant chair of the Research Ethics Committee at the University of Oxford who will seek to resolve the matter in a reasonably expeditious manner:
Chair, Medical Sciences Inter-Divisional Research Ethics Committee; Email: ethics@medsci.ox.ac.uk; Address: Research Services, University of Oxford, Wellington Square, Oxford OX1 2JD.

Contact Details

If you would like to discuss the research with someone beforehand (or if you have questions afterwards), please contact:

Danielle Shore
Department of Experimental Psychology
9 South Parks Road, Oxford, OX1 3UD
Tel: 01865 271335
Email: danielle.shore@psy.ox.ac.uk

Email address for results

Once you have fully read the information above please press the next button.

Participant Consent Form

Title: Playing games in groups

Ethics Approval Reference: R47094/RE001

Purpose: To investigate how people share points in trading games when playing in groups.

Please read the following statements. If you agree with all the statements, then please select the option at the bottom to indicate that you agree to take part in this study. If you have any questions about any of the statements or any of the information you have received, please do not hesitate to ask before completing the form.

I confirm that I have read and understand the information sheet for the study. I have had the opportunity to consider the information, ask questions and have had these answered satisfactorily.
I understand that my participation is voluntary and that I am free to withdraw at any time, without giving any reason, without any adverse consequences and without any academic penalty.
I understand that this project has been reviewed by, and received ethics clearance through, the University of Oxford Central University Research Ethics Committee.
I understand that research data collected during the study may be looked at by designated individuals from the University of Oxford where it is relevant to my taking part in this study. I give permission for these individuals to access my data.
I understand who will have access to personal data provided, how the data will be stored and what will happen to the data at the end of the project.
I understand how this research will be written up and published.
I understand how to raise a concern or make a complaint.
I agree to take part in the above study.

- ☐ I agree to participate in this study
- ☐ I **DO NOT** agree to participate in this study

Study description and grouping questionnaires

Welcome to the Study

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This study involves playing an investment game in groups.

First you will be asked to perform an Association Task that will determine your thinking style.

The Association Task will be used to divide participants into two groups.

In the Association Task you will first be presented with an anchor word/number (in bold) and then four other words/numbers. Select the answer that you think best matches the anchor. Please answer the items as quickly as possible, go with your gut reaction and pick the first answer you like. Do not over think your answer - there are no right or wrong answers.

MINISTER

12

COW

2

33

TOWN

HOUSE

CAR

10

MACHINE

BEACH**25****100****UNIVERSITY****4**

The Association Task you just completed was designed to distinguish between different types of thinking style.

When all participants have completed the Association Task, the computer will divide participants into two groups according to their answers. Please be patient while the computer processes your answers.

Please wait...

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Based on your answers in the Association task you are in the group:

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Based on your answers in the Association task you are in the group:

INDUCTIVE THINKERS

You will be playing with:

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You will be playing with:

DEDUCTIVE THINKERS

Task Description & exemplars chosen

The investment game will begin shortly.

Please pay careful attention to all the instructions.

This game is about winning tickets for a lottery for all groups that take part in this study.

Your task is to gain as many tickets as possible for **INDUCTIVE THINKERS**.



The more tickets you earn, the higher the chances of winning £100 for your group.

The same applies for the **DEDUCTIVE THINKERS**.

If **INDUCTIVE THINKERS** win the lottery, the £100 will be shared equally between all members.



Both groups start the game with 10 lottery tickets each.



One group will play as **investors**. The other group will be the **trustees**.

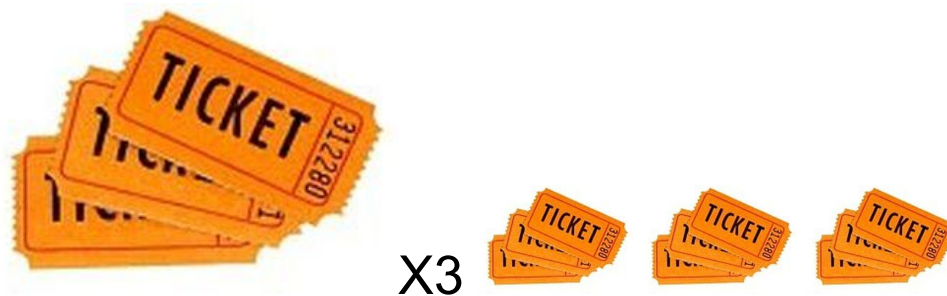
The **investors** begin by selecting how many tickets they want to send to the **trustees**. They can send any amount of tickets from 0 to 10.

The more tickets the **investors** give the **trustees**, the bigger the total pool of tickets available for the

two groups.



The number of tickets sent by the **investors** will be TRIPLED before being passed to the **trustees**. For example, if the **investors** send 3 tickets the **trustees** receive 9 tickets.



The **trustees** then have the option of returning any number of tickets back to the **investors** (these tickets will not be tripled).

As a result, both groups could end up with more or fewer than 10 tickets.

Please watch this short video.

Player 1 is the **investor** and player 2 is the **trustee**.

Click the next button when the video is finished.

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We would like to ask you some questions to check that you have understood the task instructions.

If the investors give 5 tickets to the trustees, how many tickets do the investors keep for themselves?

- ☐ 5
- ☐ 10
- ☐ 0

Correct! The investors keep the 5 tickets they did not send to the trustees.

Incorrect! The correct answer is 5 tickets. The investors had 10 tickets, if they send 5 to the trustees they keep the 5 remaining tickets.

If the investors send 5 tickets to the trustees, how many tickets will the trustees have?

- ☐ 15
- ☐ 5
- ☐ 25

Correct! The trustees have 25 tickets. The 5 tickets sent by the investors are tripled (15 tickets) and added to the 10 tickets the trustees already have.

Incorrect! The trustees have 25 tickets. The 5 tickets sent by the investors are tripled (15 tickets) and added to the 10 tickets the trustees already have.

If the investors send 5 tickets to the trustees, and the trustees return 10 tickets, how many tickets would each group have at the end of the game?

- ☐ 15 tickets for the investors and 15 tickets for the trustees
- ☐ 20 tickets for the investors and 20 tickets for the trustees
- ☐ 15 tickets for the investors and 30 tickets for the trustees

Correct! The investors have the 5 tickets they did not send to the trustees plus the 10 tickets the trustees returned (15 tickets total). The trustees have their original 10 tickets plus the remaining 5 tickets that they did not return to the investors.

Incorrect! The investors have the 5 tickets they did not send to the trustees plus the 10 tickets the trustees returned (15 tickets total). The trustees have their original 10 tickets plus the remaining 5 tickets that they did not return to the investors.

Groups will now be allocated a role for the investment game.

Please wait...

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Investors:

Trustees:

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Investors: **DEDUCTIVE THINKERS**

Trustees: **INDUCTIVE THINKERS**

To make sure the investment game is clear there will be a demonstration round.

To make it more meaningful the tickets earned in the demonstration round **will count** towards each groups total at the end of this session.

In the demonstration round one person will play on behalf of each group. Participants will be anonymous in the games, and only be identified by group membership.

Waiting for participants to be ready for demonstration round...

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Selecting group representatives for the demonstration round...

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You **have not** been selected to represent **INDUCTIVE THINKERS** for this round.

Preparing demonstration round, please wait...

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For the demonstration round you will be able to see your group representative's screen so you can see them play the game. Please watch the example round carefully.

Remember the group roles:

Investors: **DEDUCTIVE THINKERS**

Trustees: **INDUCTIVE THINKERS**

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Connecting...

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Example Round Disappointed

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Example Round Angry

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Example Round Control - no emotion

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Round Two

End of demonstration round.

Please wait...

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Before you start the second round of the game, we would like to ask you a couple questions. Click the next button...

Overall, how do you feel about the demonstration round?

	Not At All			Somewhat			Extremely
	Not At All			Somewhat			Extremely
Interested	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Enthusiastic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Guilty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Upset	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Proud	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Happy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Attentive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

In this round you will play with a randomly selected member of the **DEDUCTIVE THINKERS** whom we will refer to as the Game Partner.

As in the demonstration round players will be anonymous.

The program is now matching you with the person from the **DEDUCTIVE THINKERS** who will be your Game Partner.

Please wait...

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Your Game Partner has been selected.

You will be playing a round of the game that you have already seen in the demonstration.

Remember that you are playing on behalf of **INDUCTIVE THINKERS** and the Game Partner is playing on behalf of the **DEDUCTIVE THINKERS**.

Both you and the Game Partner start the game with 10 lottery tickets each.

On the next screens, the Game Partner will send you some or all of his/her 10 tickets. Whatever the Game Partner sends will be tripled before being passed to you. The Game Partner can send any amount of tickets, from zero to all 10.

To summarise, you will end the game with whatever you DID NOT return to the Game Partner from the total amount of your tickets (your initial 10 tickets PLUS the tripled amount that the Game Partner sent to you). Your tickets are then added to the **INDUCTIVE THINKERS** account.

The more tickets **INDUCTIVE THINKERS** have in their account, the higher your chance of winning £100.

If you have any questions before you play the game, please ask the experimenter.

Your Game Partner can now decide how to share his/her 10 tickets.

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Your Game Partner decided to send you:

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Your Game Partner decided to send you:

4 tickets out of 10.

These tickets were then tripled and added to your account. Your account total is:

22 tickets

It is now time to decide what to do with your **22** tickets. How many tickets would you like to return to your Game Partner?

You now have **{Invalid Expression}** tickets for **INDUCTIVE THINKERS** and your Game Partner has **{Invalid Expression}** tickets for **DEDUCTIVE THINKERS**.

Before you continue to the next round, we would like to ask you a couple questions.

How fair were you in this round with the number of tickets you returned?

Not at all Fair



Somewhat Fair



Very Fair



Overall, how positive/negative do you feel about your decision?

Extremely positive



Somewhat positive



Neither positive nor
negative



Somewhat negative



Extremely negative



How likely did you think it was that the person you were playing with in the final game was the same player who had represented the **DEDUCTIVE THINKERS** in the demonstration round?

Extremely likely

Moderately likely

Slightly likely

Neither likely nor unlikely

Slightly unlikely

Moderately unlikely

Extremely unlikely

Thinking back to the demonstration round, how fair was your group representative with the number of tickets they returned?

Not at all Fair

Somewhat Fair

Very Fair

How happy do you think your group representative felt about their decision?

Not At All

Somewhat

Extremely

Overall, how positive/negative do you think your group representative felt about their decision?

Extremely positive

Somewhat positive

Neither positive nor negative

Somewhat negative

Extremely negative

Overall, how positive/negative did you feel about your group representative's decision?

Extremely positive

Somewhat positive

Neither positive nor negative

Somewhat negative

Extremely negative

How responsible do you feel for your group representative's decision in the first round?

Not at all

Moderately

Very Much

To what extent do you feel guilty for the outcome of the demonstration round?

Not at all

Moderately

Very Much

How positive/negative do you think the **DEDUCTIVE THINKERS** felt about the demonstration round?

Extremely positive

Somewhat positive

Neither positive nor negative

Somewhat negative

Extremely negative

To what extent did you want to compensate for the outcome of the demonstration round?

Not at all

Moderately

Very much

When playing the final game, to what extent did you want to make amends to the **DEDUCTIVE THINKERS** for what happened in the demonstration round?

Not at all

Very much

How much do you think you have in common with other members of **INDUCTIVE THINKERS**?

Very Little

Very much

How much do you think you have in common with the members of the other group - **DEDUCTIVE THINKERS?**

Very little

☐

☐

☐

☐

☐

Very much

How strongly do you identify with the **INDUCTIVE THINKERS** group?

Very Weakly

☐

☐

☐

☐

☐

Very Strongly

Thinking back to the game you have just played, we would like to ask you a few brief questions to make sure that you understood the rules of the game.

Imagine that your Game Partner gave you 5 tickets. How many tickets would this person have kept for himself or herself?

☐ 5

☐ 10

☐ 0

How many tickets did your Game Partner have at the beginning of the game?

☐ 20

☐ 5

☐ 10

If your Game Partner gave you 9 tickets, how many tickets would you have had (along with the tickets that you received at the beginning of this round)?

☐ 37

☐ 9

☐ 19

How difficult did you find the computer game?

Not at all

☐

☐

Moderately

☐

☐

Very Much

Below are situations that people are likely to encounter in day-to-day life, followed by several common reactions to those situations.

As you read each scenario, try to imagine yourself in that situation. Then indicate how likely you would be to react in each of the ways described. We ask you to rate all responses because people may feel or react more than one way to the same situation, or they may react different ways at different times.

For example:

You wake up early one Saturday morning. It is cold and rainy outside.

	Not likely				Likely
	1	2	3	4	5
You would telephone a friend to catch up on news.	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would take the extra time to read the paper.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
You would feel disappointed that it's raining.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

In the above example, ALL answers are rated. So in this case the respondent was very unlikely to wake up a friend early on a Saturday morning (a), likely to take extra time to read the

paper (b), and is mildly disappointed about the rain (c).

Please do not skip any items -- rate all answers.

1. You make plans to meet a friend for lunch. At five o'clock, you realize you have stood your friend up.

	Not likely 1	2	3	4	Likely 5
You would think: "I'm inconsiderate."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You'd think you should make it up to your friend as soon as possible.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "My boss distracted me just before lunch."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

2. You break something at work and then hide it.

	Not likely 1	2	3	4	Likely 5
You would think: "This is making me anxious. I need to either fix it or get someone else to."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think about quitting.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "A lot of things aren't made very well these days."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. At work, you wait until the last minute to plan a project, and it turns out badly.

	Not likely 1	2	3	4	Likely 5
You would feel incompetent.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "There are never enough hours in the day."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would feel: "I deserve to be reprimanded for mismanaging the project."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. You make a mistake at work and find out a co-worker is blamed for the error.

	Not likely 1	2	3	4	Likely 5
You would think the company did not like the co-worker.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would keep quiet and avoid the co-worker.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would feel unhappy and eager to correct the situation.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. While playing around, you throw a ball, and it hits your friend in the face.

	Not likely 1	2	3	4	Likely 5
You would feel inadequate that you can't even throw a ball.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think maybe your friend needs more practice at catching.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would apologize and make sure your friend feels better.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. You are driving down the road, and you hit a small animal.

	Not likely 1	2	3	4	Likely 5
You would think the animal shouldn't have been on the road.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "I'm terrible."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You'd feel bad you hadn't been more alert driving down the road.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

7. You walk out of an exam thinking you did extremely well, then you find out you did poorly

	Not likely 1	2	3	4	Likely 5
You would think: "The instructor doesn't like me."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "I should have studied harder."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would feel stupid.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. While out with a group of friends, you make fun of a friend who's not there.

	Not likely 1	2	3	4	Likely 5
You would feel small...like a rat.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think that perhaps that friend should have been there to defend himself/herself.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would apologize and talk about that person's good points.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

9. You make a big mistake on an important project at work. People were depending on you, and your boss criticizes you.

	Not likely 1	2	3	4	Likely 5
You would think your boss should have been more clear about what was expected of you.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would feel as if you wanted to hide.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think: "I should have recognized the problem and done a better job."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

10. You are taking care of your friend's dog while they are on vacation. and the dog runs away.

	Not likely 1	2	3	4	Likely 5
You would think, "I am irresponsible and incompetent."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would think your friend must not take very good care of her dog or it wouldn't have run away.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would vow to be more careful next time.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

11. You attend your co-worker's housewarming party, and you spill red wine on a new cream-colored carpet, but you think no one notices.

	Not likely 1	2	3	4	Likely 5
You would stay late to help clean up the stain after the party.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would wish you were anywhere but at the party.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
You would wonder why your co-worker chose to serve red wine with the new light carpet.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

This is the end of the round. The game is now over. There are just a few questions left to answer.

Demographics

What is your age?

What is your gender?



- ☒ female
- ☐ male
- ☐ other

What is your race/ethnicity?

- ☐ White (English / Welsh / Scottish / Northern Irish / British)
- ☐ Mixed / multiple ethnic groups
- ☐ Asian / Asian British
- ☐ Black / African / Carribean / Black British
- ☐ Other ethnic group

Is English your primary spoken language?

- ☐ yes
- ☐ no

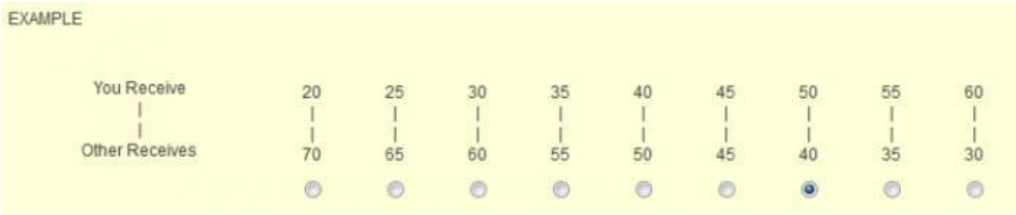
How fluent is your English?



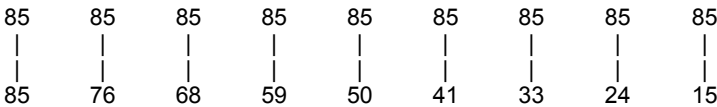
SVO A

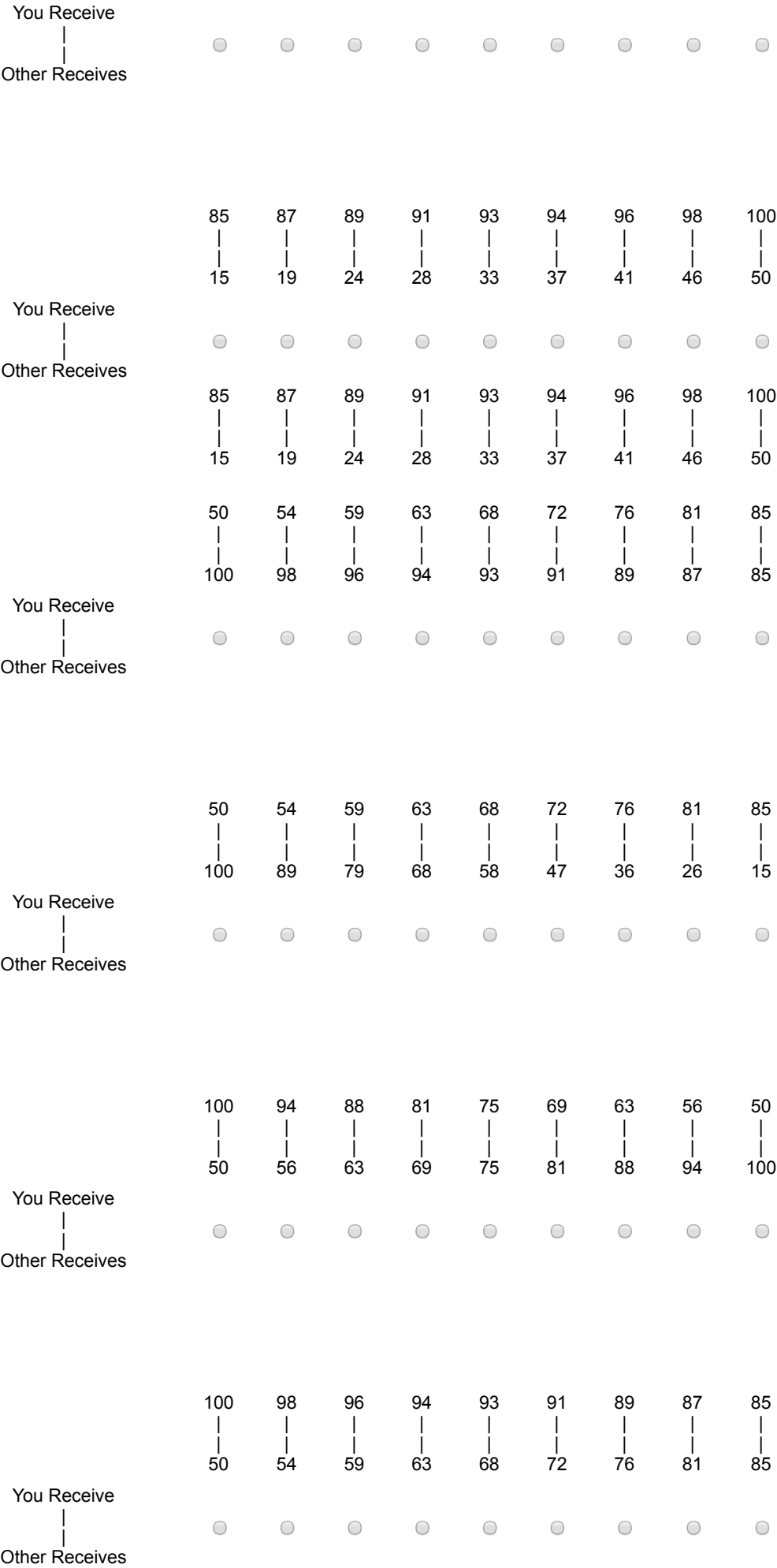
This task is hypothetical. In this task, **imagine** that you have been randomly paired with another person, whom we will refer to as **the other**. This other person is someone you do not know and will remain mutually anonymous. All of your choices would be completely confidential.

You will be making a series of decisions about allocating resources between you and this other person. For each of the following questions, please indicate the distribution you prefer most by **selecting the button below the payoff allocations**. You can only make one selection for each question. Your decisions will yield money for both yourself and the other person. In the example below, a person has chosen to distribute the payoff so that he/she receives 50 dollars, while the anonymous other person receives 40 dollars.



There are no right or wrong answers, this is all about personal preferences. After you have made your decision, **select the resulting distribution of money by clicking on button below your choice**. As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.





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EXAMPLE

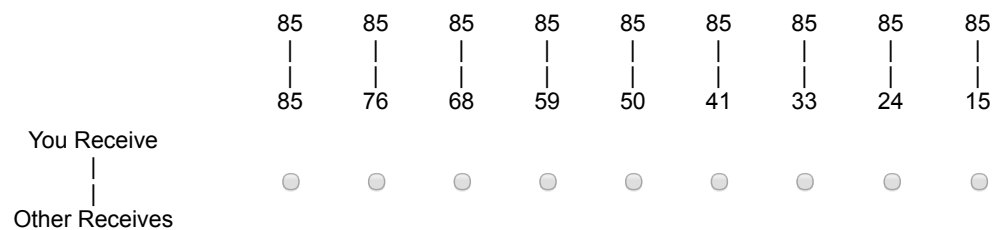
You Receive	20	25	30	35	40	45	50	55	60
Other Receives	70	65	60	55	50	45	40	35	30
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

There are no right or wrong answers, this is all about personal preferences. After you have made your decision, **select the resulting distribution of money by clicking on button below your choice**. As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

	100	98	96	94	93	91	89	87	85
You Receive	50	54	59	63	68	72	76	81	85
Other Receives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	100	94	88	81	75	69	63	56	50
You Receive	50	56	63	69	75	81	88	94	100
Other Receives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

	50	54	59	63	68	72	76	81	85
You Receive	100	89	79	68	58	47	36	26	15
Other Receives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Do you have any general reactions to this experiment?

What do you think the purpose of this experiment was?

Did any aspect of this experiment seem special or unusual to you?

While you were playing the game, to what extent did you **doubt** whether the other player's responses genuinely reflected real choices they had made?

Not at All



Completely

How did the **DEDUCTIVE THINKERS** report feeling after the demonstration round?

Thank you very much for taking part in this study.

Certain aspects of this study were not fully disclosed to you at the beginning of the study. This debriefing information is intended to provide full information about the methods involved in this study. It is also intended to answer any remaining questions you may have about how and why the research was conducted, and to clarify the procedures. Please do not hesitate to ask if there are any further aspects of the project you would like explained.

Please note that we kindly request that you DO NOT DISCUSS the contents of this debriefing with other potential participants.

Background of the research

This study is part of a funded research project investigating how feelings of guilt influence behaviour. This study was designed to assess how collective guilt influences compensatory behaviour in group settings. In order to measure this we provided you with pre-programmed feedback about how fair your group was and how your group or the other group felt about it. Our hypothesis was that unfair behaviour by your group would lead to collective guilt, even when your own behaviour was not unfair. Also, this collective guilt would then lead to more fair behaviour in the next round of the game to compensate for the unfair behaviour of the group. Further, the emotions displayed would influence how guilty participants felt and consequently their allocations.

To test these hypotheses we had to mislead you about some of the things that happened during this experiment. During the experiment, you were encouraged to believe that you were playing with other participants against another participant group, whereas in fact you were interacting only with the computer and receiving pre-programmed responses. Had you known that you were not playing with other participants, you would have found it difficult to engage emotionally and would have been unlikely to feel any guilt. Had this not happened, your responses would not have been meaningful for the research.

During the experiment all participants saw the same pre-programmed information and were not actually part of a group, or playing with another group. We were interested in how the feedback about your own and your group's behaviour, and their feelings would influence your feelings of guilt. We were also interested in how feelings of guilt would relate to returns in the second round, especially whether people would compensate or not.

We are very grateful for your participation and hope that you have enjoyed participating in the experimental game. However, if you experience any disruptive or significant change in emotion or mood because of this experiment, or if you have any doubts or concerns, please DO contact me (Dr Danielle Shore on 01865 271335 or by email: danielle.shore@psy.ox.ac.uk), your GP or the Samaritans on 116 123.

Withdrawal from the study

If the information you have now been given means that you are no longer happy to be a participant in this study, please indicate this now to the researcher, in which case your data will be deleted from our records and will not be used in this research. You can similarly withdraw your participation, by contacting Dr Danielle Shore on 01865 271335 or by email: danielle.shore@psy.ox.ac.uk

Getting in touch

If you have any remaining questions or concerns, please do not hesitate to ask me now or contact me later at the above address, by calling me on 01865 271335 or contacting me by email at danielle.shore@psy.ox.ac.uk

For the lottery draw please enter your email below:

That is the end of the study. Please wait until other participants are done.

Thank you for your participation.