Experiment 2 was conducted online, using a bespoke website. Subjects were invited to take part in a 20 minute experiment; subjects could log on during a 6-day period. Subjects could log on to the experiment any time during that time period, but they had to complete the experiment once they logged in; they could not log out and complete it at a later date. Upon signing up, we provided each subject with a unique username and password. All the instructions were displayed within the website. The experiment consists of four parts. In part one, subjects had to complete four tasks: a Social Value Orientation task; a risk attitudes elicitation task; a strategy method trust game and a cognitive reflection test. The order in which the tasks appeared to subjects was randomised. In part two, subjects filled out a questionnaire regarding their high school academic subjects, and their university degree. The purpose of this task was to make their area of study (and therefore their area of expertise) salient.

The final part of the experiment was a questionnaire eliciting personal details about the subject including gender, age, nationality and primary language. Subjects were told that “No information provided as part of this questionnaire will affect the payment you receive from this experiment." Furthermore, subjects were assessed for their big-5 personality traits using a bipolar response scale.

In the QuizSelfReport treatment, subjects had to do three specialist topic quizzes; each quiz consisted of eight multiple-choice questions, with two possible answers. The specialist subject areas for the quizzes were Economics, History and Chemistry. For each specialist topic, we selected questions that would hard even for an expert without being overly technical: we pre-tested the questions and answers in order to elicit around a 50% correct response rate from undergraduate students studying in that area. Subjects had 90 seconds to read all 8 questions and answers and make a mental decision about what the correct answer was for each question. After the time elapsed, they received the answers on the screen. They then had to declare on that screen how many they answers they got right. Subjects received $0.20 for each correct answer they claimed.

The QuizGraded treatment consisted of the same three quizzes as in QuizSelfReport. The main difference was that subjects had to choose their answer to each question using a drop-down menu below each question. Once subjects finished the third quiz, the experimental software then checked subjects' answers and provided the final score for the three quizzes. Subjects received $0.20 for each correct answer. In the CoinToss treatment, subjects had to flip a physical coin eight times and declared how many times Heads came up. Subjects received $0.20 for every instance they claimed Heads came up.

Our participant pool consisted of undergraduate students studying either History or Economics, from several UK universities who had registered as volunteer participants in their university's experimental economics laboratory. The universities from which we sampled our participants were (names of experimental laboratories are in parentheses): the University of Essex (ESSEXLab) the University of Exeter (FEELE), Royal Holloway University of London (ExPress), Nottingham (CEDEX) and the University of York (EXEC).