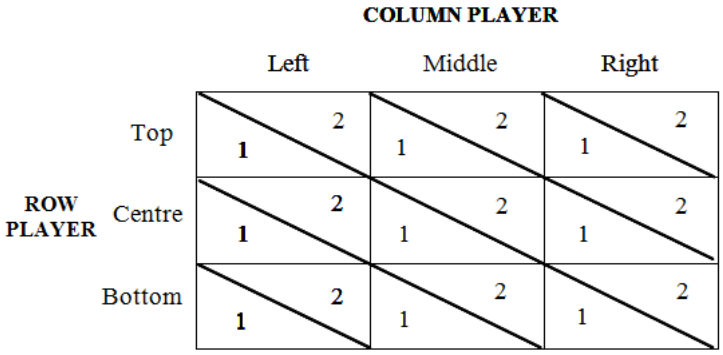
Instructions

You will now take part in a decision-making experiment. We are running this experiment in two locations: New Delhi, India and Exeter, UK. If you have a question at any time, please feel free to ask us. Please do not talk with the other participants during the experiment. The amount you will receive for participating will depend on your choices and the choices of the Indian player you are matched with, whose response we have already collected.

The responses of the Indian subjects have been gathered by running a similar experiment with the students of St. Stephen's College. St. Stephen's College is a constituent college of the University of Delhi located in Delhi, India. Famous for its rich history and many traditions, St. Stephen's is arguably India's most famous higher educational institution offering degrees in the liberal arts and the sciences. Since its founding in 1881, the college has produced a long line of distinguished alumni. Subjects who took part in the experiment were from a middle-class Indian background, studying undergraduate courses in humanities or sciences.

There are two types of players in this experiment, a Row Player and a Column Player. Roles are randomly assigned. Once you have been allocated a role, you will remain in the same role until the end of the experiment. In every round you will be randomly matched against a different player.



In some rounds the task of the Row Player is to choose between Top, Centre and Bottom. The task of the Column Player is to choose between Left, Middle and Right. The payoffs of the Row Player are denoted "1" in the graph above, and the payoffs of the Column Player are denoted "2". The payoffs will change from round to round.

In other rounds, you will be presented with an urn filled with different lettered balls. You must pick a letter. A ball will be drawn from the urn. If the letter of the ball matches the letter chosen by you, it will entitle you to a prize. Payoffs will change from round to round.

You must choose only one option per round. At the end of the experiment, we will randomly select 1 round corresponding to the decisions made regarding the tables, and 1 round corresponding to the decisions made regarding the urn. Rounds are chosen with equal probability. The payoffs from these rounds will be summed (100 points earned = £2), together with a show-up fee of £3, to represent your total earnings.

Questions (Note: Payoffs are different in the real experiment. This is just an Example)

		COLUMN PLAYER		
		Left	Middle	Right
ROW PLAYER	Top	1, 2	3, 3	4, 5
	Centre	2, 3	1, 4	3, 4
	Bottom	1, 2	3, 5	2, 1

1. If the Row Player chooses Top, what payoffs can he earn? ___ ___ ___
2. If the Column Player chooses Middle, what payoffs can he earn? ___ ___ ___
3. If the Row Player chooses Bottom, and the Column Player chooses Left, how much will the Row Player earn? ___
4. If the Row Player chooses Bottom, and the Column Player chooses Left, how much will the Column Player earn? ___

5. An urn contains 100 balls, of which 50 are marked X. The remainder are either marked Y or Z. Which of the following options do you prefer?

a) Payoff of 10 if an X ball is drawn. ☐
b) Payoff of 10 if a Y ball is drawn. ☐
c) Payoff of 10 if a Z ball is drawn. ☐