
ADDITIONAL TASKS USED AT HBS

In the “other” task, subjects played once more in the role of sender and/or once more in the role of receiver, but in both cases, they played against a computer instead of a human (and were told this was the case). This computer played a strategy designed to mimic the past decision of another player. **Other_Sender** and **Other_Receiver** are the instructions for this task. Subjects completed both in the random role treatments and only completed the matching role in the fixed role treatment. Before this task, they were told: “In this additional task, you will complete 1 [or 2] more round with special instructions. The ECU in this round will be added to your ECU from the first 45 rounds and then converted into dollars.”

The “high incentives” version of this task was designed to better understand the impact of incentives on mistakes. This task mirrored an earlier choice, but with much higher incentives. This task also used the instructions **Other_Sender** and **Other_Receiver**. But beforehand, they were also told: “What you earn for a decision in this round is 10 times larger than for the same decision in the first 45 rounds.”

In the “risk” task, subjects completed the well-known measure of risk aversion introduced by Holt and Laury (2002). **Holt_Laury** gives the instructions for this task.

In the “aggregate feedback” task, subjects were shown the number of times that each secret number was reported and not reported for all subjects during the first 45 rounds of their session and then played 5 additional rounds. **Aggregate_Feedback** is the information provided to subjects about the past reporting.

ADDITIONAL TASKS JUST USED AT NYU

In the “self” task, subjects played once more in the role of sender and once more in the role of receiver, and in both cases, they also played against a computer instead of a human. However, this time the computer played a strategy designed to mimic the past decisions of that same subject. **Self_Sender** and **Self_Receiver** are the instructions.

In the “computer” task, subjects played 5 additional rounds in the role of receiver against a computer sender. In this task, subjects were told that the S player (computer) would report the secret number if that would “maximize their earnings given the guesses of all other participants (besides yourself) in the proceeding round.”

In the “average reports” task, subjects were shown the average reported secret number from all subjects in that session from the first 45 rounds and then completed the same steps as in the “aggregate feedback” task. **Average_Feedback** is the information provided to subjects.