

# Task Description

For each participant, one behavioral decision paradigm will be selected from the list shown below, where we name the outcome (e.g., a savings decision) and the key parameter that varies (e.g., the interest rate):

- SAV Savings  $\leftarrow$  Interest rate  
Decide how much of a budget to receive immediately versus how much to save at a given interest rate, to be paid in 6 months. Across rounds, the interest rate varies. Bonus paid immediately and with delay according to participant's decision.
- IND Information demand  $\leftarrow$  Accuracy of information  
Decide how much of a budget to spend to pay for a hint that provides information about the outcome of a coin flip with a specific accuracy. Across rounds, the accuracy rate of the hint varies. Bonus based on guess about the outcome of coin flip, after potentially receiving the hint.
- CMA Consumption choice with budget constraint  $\leftarrow$  price of one of the goods  
Decide relative consumption of two fictional products given varying prices of one of the products, an induced additive square root utility function and a fixed budget constraint. Bonus paid based on proximity of decision to optimal decision.
- POA Portfolio allocation  $\leftarrow$  Return of risky asset  
Elicit beliefs about returns for varying ETFs (after observing historical return). Then, decide how to split budget between a bank account with safe return and a stock account with uncertain return. The stock return equals the performance of an ETF over the next 12 months. Across rounds, the ETF (and thus the uncertain return of the stock portfolio) varies. Bonus paid based on investment decision and stock performance 12 months later.
- PRD Prisoner's dilemma giving  $\leftarrow$  Payoff to cooperation  
Play classic prisoner's dilemma with another participant. Across rounds, the attractiveness of the payoffs for cooperation varies. Bonus paid based on outcome of own and matched participant's decisions in the game.
- EXT WTP to avoid consumption externality  $\leftarrow$  CO2 emissions  
Choice between payment for self and a reduction of carbon emissions by a specific amount, implemented by us purchasing the corresponding amount of carbon offsets. Across rounds, the amount of savable emissions varies. Bonus paid to participant if they chose money for themselves, otherwise we purchase emission offsets.
- FOR Forecast expected earnings of a firm  $\leftarrow$  Predictability  
Forecast expected earnings of a fictional firm whose earnings are determined by a weighted average of previous changes in earnings and the realization of a random variable. Across rounds, the weight on the random component changes. Bonus paid based on accuracy of participant's estimate.
- ENS Valuation of energy-efficient good  $\leftarrow$  Energy savings  
Choose between two hypothetical car leasing options with different energy features. Across rounds, the assumed number of miles driven per year varies. No bonus payments.
- EFF Real effort  $\leftarrow$  Wage  
Decide how many rounds of a number counting task to complete for a given wage per round. Across rounds, the wage varies. Bonus paid according to the number of rounds chosen (and worked) and the wage indicated.
- PRS Precautionary savings  $\leftarrow$  Size of future shock  
Decide as a fictional farmer how to split water for irrigation between two growing seasons. In the later season, there is a potential "weather shock" which increases or decreases the available remaining water. The farmer gets points for the crops grown in each season according to a mathematical rule. Across rounds, the size of the shock varies. Bonus paid based on farmers' crop points.
- PAC Costly participation in lottery  $\leftarrow$  Participation payment  
Decide whether to accept or reject a lottery ticket for a fixed given participation payment, with the option to find out the realization of the lottery by verifying math equations. Across rounds, the participation payment varies. Bonus paid based on participation decision and actual outcome of lottery.
- FAI Redistributing others' earnings  $\leftarrow$  Role of luck  
Decide how to distribute rewards from a contest between two other participants. In a previous experiment, two

participants participated in a letter-to-words translation contest. They were told that the winner is either based on who translates the most sequences, or with a specific probability it would just be based on luck. The participant in the second experiment decides whether and how much to redistribute the payment for the winner, only knowing what the probability of luck determining the winner was, but not whether the winner was actually determined by luck. Across rounds, the probability of luck determining the winner varies. There is no bonus for the participant in the second experiment, but their decision affects the bonuses of participants in the first experiment.

- **BEU Belief updating** ← Signal diagnosticity  
Guess which of two bags was secretly selected by a computer. As a hint, they see a colored ball that was drawn from the secretly-selected bag. Across these rounds, the number of red and blue balls in the two bags varies. Bonus determined by the guess as well as the draw of the actual bag.
- **DIG Dictator game giving** ← Likelihood donation lost  
Decide how much of a budget to give up, double and send to another participant. With some percentage chance, the amount sent will be “lost”, i.e. received by neither participant. Across rounds, this percentage chance varies. The participant’s own bonus is determined by how much money they sent. The other participant’s bonus depends on how much money is sent and by the outcome of the random draw determining whether the amount sent is lost.
- **TAX Estimate tax burden** ← Income  
Estimate the income taxes from a hypothetical tax schedule faced by a hypothetical taxpayer given their yearly income. Across rounds, the taxpayer’s income varies. Bonus based on how close the estimate is to the correct answer.
- **SEA Search effort** ← Search cost  
Decide how often a computer should draw poker chips from a digital bag that determines bonus. Drawing more often will result in a higher payment on average, but each additional draw creates a cost that is subtracted. Across rounds, the cost of drawing additional chips varies. The bonus is based on how close the answer is to the minimum value that maximizes the payment on average.
- **GPT Hypothetical product demand** ← Price  
Hypothetical decisions about how much products are worth to you. Across rounds, the product and quantity vary, and the participant indicates how much they would be willing to pay. Subjects are prescreened on willingness to pay at least 10 cents for every product. There is no bonus.
- **NEW Newsvendor game** ← Marginal cost  
Decide how much of a fictional product to produce given an uncertain market demand. Across rounds, the cost of producing each unit varies. Bonus is determined based on how much is produced (which pins down the costs) and the randomly drawn market demand, which determines how much can actually be sold.
- **REC Recall from memory** ← Fraction of positive news  
Recall the price of a fictional stock after getting a number of positive and negative news about the firm. Across rounds, the number of positive versus negative news varies. Bonus paid based on the accuracy of the guess.
- **MUL Allocation of resources** ← Efficiency of different projects  
Allocate resources between two different projects with decreasing marginal returns. Across rounds, the share of profits received from one versus the other project varies. Bonus paid based on how close the allocation is to the optimal allocation.
- **CEE Lottery Valuation** ← Payoff probability  
Choose between a lottery ticket and a safe payment. Across rounds, the payoff probability of the lottery ticket varies. Bonus paid based on decision and the randomly determined outcome of the lottery.
- **PRE Lottery Valuation** ← Prize  
Choose between a lottery ticket and a safe payment. Across rounds, the amount of the safe payment varies. Bonus paid based on decision and the randomly determined outcome of the lottery.
- **TID Valuation of Delayed Reward** ← Delay  
Choose between two hypothetical rewards, one immediate and one delayed one. Across rounds, the length of the delay varies. No bonus.

- SIA Signal aggregation ← Number of signals  
Estimate the weight of a bucket based on two messages, each of which report the average of a number of noisy observations of the weight of the bucket. Across rounds, the weight of the bucket and the relative informativeness of the two messages varies. Bonus paid based on how close guess is to the true weight.
- POL Policy support ← Efficiency of policy  
State support for a hypothetical policy which increases household income but produces inflation. Across rounds, the amount of inflation varies. No bonus paid.
- VOT Willingness to vote ← Number of voters  
Decide whether or not to submit a vote in a hypothetical election. There is a higher payoff if the election outcome is A rather than B, but voting also creates a fixed cost. Each other voter is a robot that independently draws whether they vote A or B. Across rounds, the number of other voters varies. Bonus based on the outcome of the election and on whether a costly vote was cast or not.
- STO Stock market forecast ← Forecast horizon  
Forecast the total growth of several ETFs with different time horizons. Across rounds, the forecast horizon varies. No bonus payment.
- HEA Government payment to cure people with disease ← Number of people with disease  
State how much the government should be willing to pay to cure a hypothetical disease where the number of people affected by the disease varies across rounds. No bonus paid.
- GUE Guess ← Multiplier  
Subject has to guess a target where the target is the other participant's guess times a multiplier. For the other participant the target is simply the guess of the subject. Across rounds, the multiplier varies. Bonus is paid based on accuracy of the guess.
- CHT Decision to reveal quality of product ← Product quality  
Binary choice of sending or hiding true product quality to other participant. The bonus of the receiver is based on the accuracy of their guess given what the actual quality is. The bonus of the sender is based on how high the receiver's guess is.