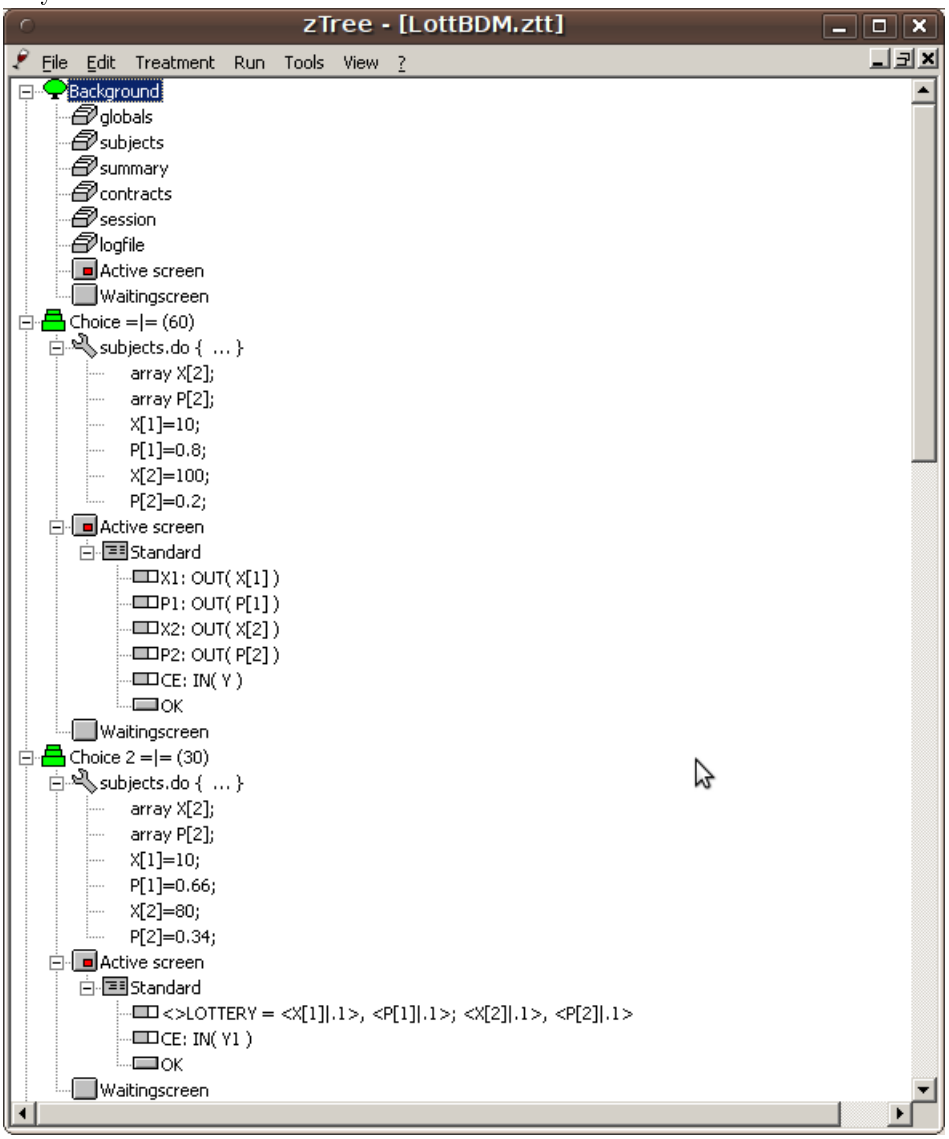
Individual choice & questionnaire

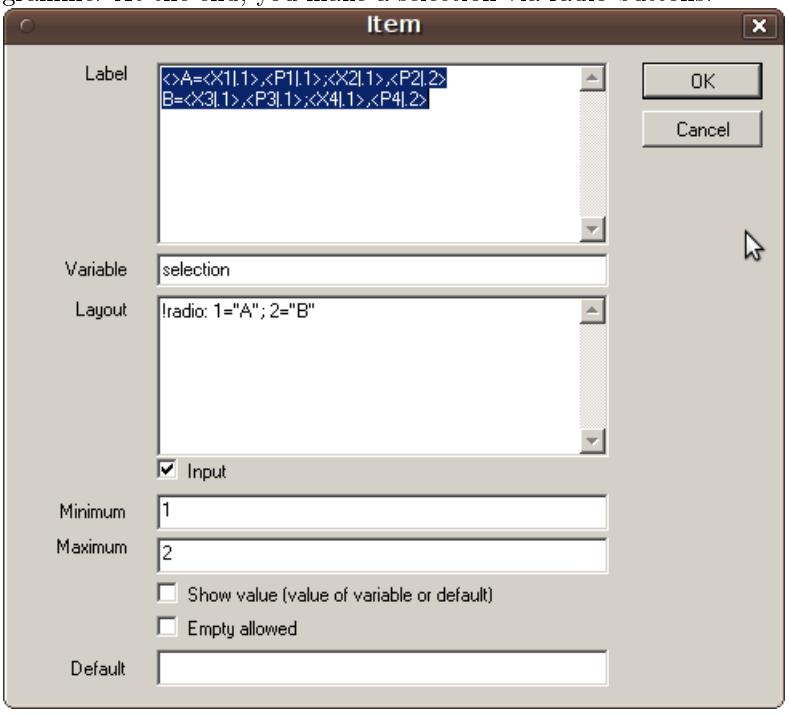
You construe three lotteries represented in a different way. Two of these are for certainty equivalence revelation (CE), which is being incentivized by the Becker-DeGroot-Marschak (BDM) mechanism: a number is drawn at random, and if the certainty equivalent is higher than the random number, you receive your CE; otherwise, you receive the random number.

You can program the lotteries in several ways, including lotteries' values set up in array and shown in columns, as shown in the first example, or as a line in which you combine values with texts.

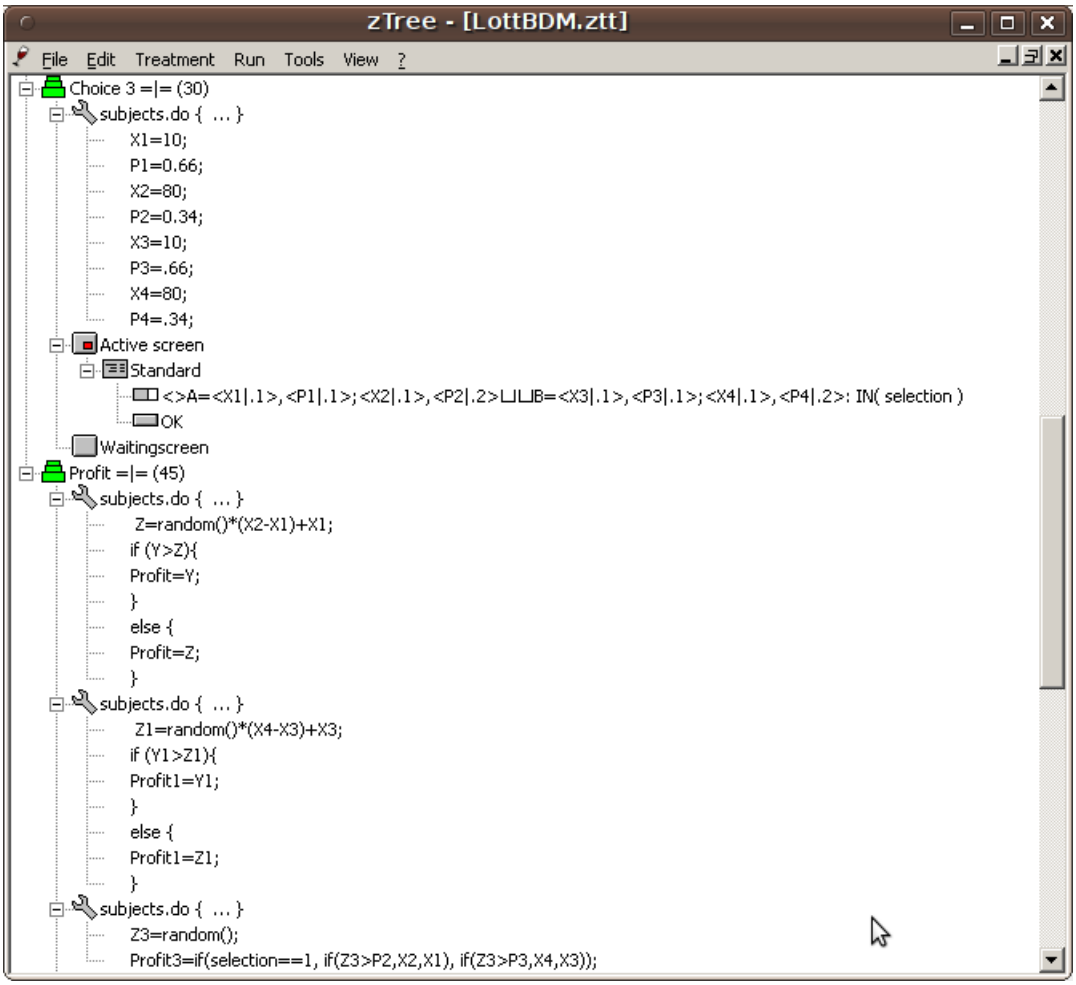


You program binary choice as two lotteries (note that you may use the same

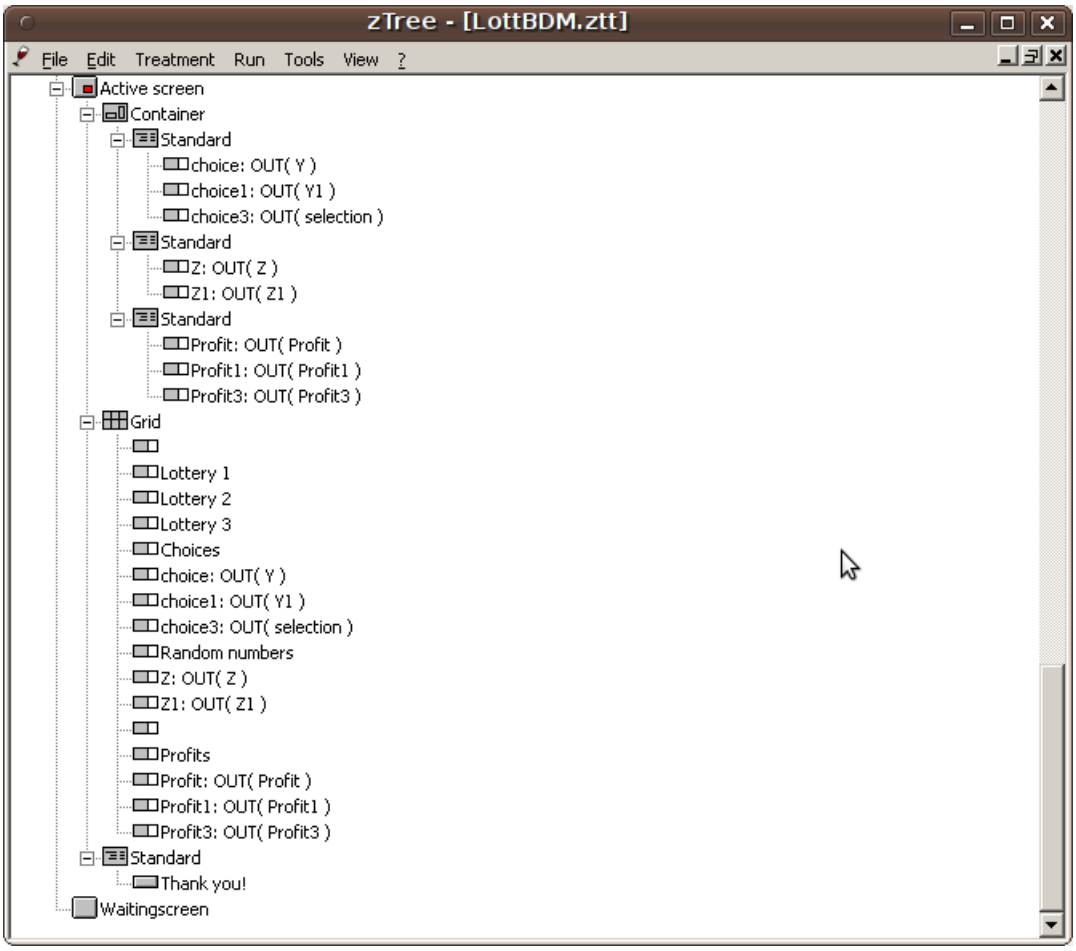
variable names - the previous ones are overriden. This is safe provided you won't need the previously used values that are overwritten later on in your programme! At the end, you make a selection via radio buttons.



You need to calculate profits according to the rules as appropriate, using *selection* variable which is the only one in this context.

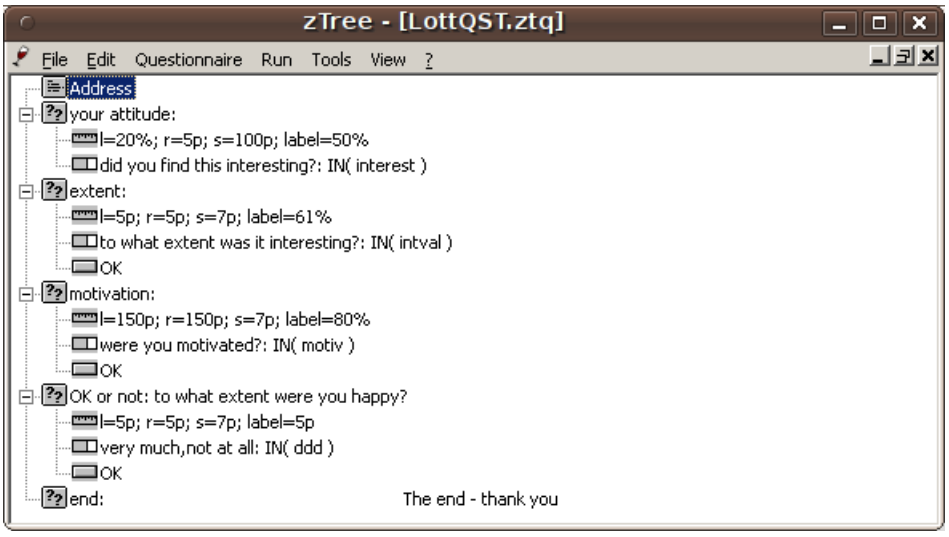


For output, we use two variants: simple container of several boxes filled with the appropriate items, or grid representation, again filled with items.



Questionnaire

You complete your experiment with questionnaire, which must contain at least three items: address, name and surname. This serves to identify you as a subject in order to create a pay file.


zTree - [LottQST.ztq]
File Edit Questionnaire Run Tools View ?
Address
your attitude:
l=20%; r=5p; s=100p; label=50%
did you find this interesting?: IN(interest)
extent:
l=5p; r=5p; s=7p; label=61%
to what extent was it interesting?: IN(intval)
OK
motivation:
l=150p; r=150p; s=7p; label=80%
were you motivated?: IN(motiv)
OK
OK or not: to what extent were you happy?
l=5p; r=5p; s=7p; label=5p
very much,not at all: IN(ddd)
OK
end:
The end - thank you