

Experimental Instructions

Welcome to the second part of the experiment.

You and the same 15 others participants from the first part have been assigned to a second experimental condition.

The second part is almost identical to the first part, except for a modification of the noisy sorting process.

The level of variance of the i.i.d. (independent and identically distributed) normal variable that is added to every participant's actual transfer to the group account is increased from 3 to 20.

All the rest stays the same, and you can refer to the instructions of the first part as a reference.

Final Earnings

The final earnings for the whole experiment are given by the sum of your earnings for Part 1 and Part 2.

Example

The table below shows an example round with noisy sorting with variance level equal to 3.

Compare it closely with the table given as example in the first part of the experiment, and try to understand the differences.

Player ID	Group	Transfer to group account	Transfer to personal account	Total to group account	Amount returned to player	Total earnings for the round
7	1	14	6	64	32	38
6	1	13	7	64	32	39
14	1	16	4	64	32	36
4	1	8	12	64	32	44
1	2	14	6	51	25.5	31.5
3	2	20	0	51	25.5	25.5
8	2	11	9	51	25.5	34.5
11	2	19	1	51	25.5	26.5
10	3	17	3	46	23	26
12	3	7	13	46	23	36
16	3	6	14	46	23	37
5	3	16	4	46	23	27
9	4	10	10	18	9	19
2	4	1	19	18	9	28
13	4	5	15	18	9	24
15	4	2	18	18	9	27

Additional examples are provided in a separate sheet for your own reference.