

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 very similar to the first part with the following modification. The noisy sorting is now replaced with perfect sorting.

Group matching.

Groups are strictly formed by ranking each individual transfer to the group account, from the highest to the lowest. Group 1 is composed of those participants who transferred the most to the group account; Group 4 is composed of those who transferred the least to the group account. The other groups (2 and 3) are between these two extremes. In case two or more individuals transferred the same amount to the group account, their relative position in the ranking will be decided randomly.

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 sorting based on transfers to the group account.

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
3	1	20	0	72	36	36
11	1	19	1	72	36	37
10	1	17	3	72	36	39
14	1	16	4	72	36	40
5	2	16	4	57	28.5	32.5
1	2	14	6	57	28.5	34.5
7	2	14	6	57	28.5	34.5
6	2	13	7	57	28.5	35.5
8	3	11	9	36	18	27
9	3	10	10	36	18	28
4	3	8	12	36	18	30
12	3	7	13	36	18	31
16	4	6	14	14	7	21
13	4	5	15	14	7	22
15	4	2	18	14	7	25
2	4	1	19	14	7	26