

SPECIFIC INSTRUCTIONS FOR FFCA (gamma certain=.20)

Specific Instructions for FFCA-c

For the next several rounds, there will be particular procedure used to deal with the possibility that you and your counterpart may not reach an agreement by the end of the round.

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Should you not mutually agree upon the value of X before a fixed amount of time, the computer will interrupt the round for you (but the round will not be over yet). During the interruption, the "computer suggester" will generate a value of X as a suggestion that you both might consider. You are not, however, forced to agree upon this suggested value of X . In generating this suggested value of X , some values may be more likely than others to get generated, but there is a random element to the computer's choice. To give you some information about this random number generation procedure, the next screen will show you the last 100 "suggested X values" that the "computer suggester" generated by the exact same method that will be used in your case.

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These are the last 100 "suggested X values" generated by the "computer suggester" (The order in which they are shown is irrelevant). This should be used to give you an idea of more likely and less likely suggested X values.

540	506	440	555	530	442	512	542	473	504
440	548	525	428	433	330	581	558	548	456
477	464	479	489	554	566	383	470	490	621
500	516	451	532	533	448	563	465	506	568
477	489	409	512	509	537	631	420	616	525
609	644	587	584	504	480	529	439	616	513
539	573	515	606	518	528	498	553	467	452
444	546	404	560	494	534	516	511	479	556
462	388	472	535	310	450	517	527	559	480
460	611	503	538	514	514	394	465	379	458

If you arrive at the point during the round when the computer interrupts the round (the experimenter will announce when this will occur before you begin), then the same random number generation procedure that generated these last 100 suggested values of X will be used to generate a new suggested value of X . Once the suggested value of X is announced, the round will continue until the end of the total amount of time allocated for the round (your experimenter should announce this also).

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In the event that you reach the end of the round (not the computer interruption of the round, but the actual end of the round), the computer "decision-maker" will decide the value of X for you by using the following procedure. First, the computer "decision-maker" will generate a value of X for that round. Some values may be more likely than others, but there is a random element to the computer's choice. (Note: this is not necessarily the same choice as the previously generated "suggested X value".) The next screen shows you the last 100 values of X generated by the computer "decision-maker" using the exact same method that would be used in your case.

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These are the last 100 values of X generated by the computer "decision-maker" (The order in which they are shown is irrelevant). This should be used to give you an idea of more likely and less likely X values that are generated by the computer "decision-maker".

518	457	509	388	491	460	526	512	383	596
580	410	609	544	585	478	529	584	489	512
519	489	514	565	529	494	412	431	387	533
486	620	513	560	447	509	377	461	518	490
390	476	467	548	428	556	602	359	575	517
406	452	595	564	417	650	469	576	552	450
459	524	530	465	533	523	583	523	539	509
447	438	502	439	422	593	485	423	472	541
506	517	375	423	522	542	488	442	360	431
438	530	548	474	408	477	618	497	483	558

If you arrive at end of the round without agreeing upon a value of X , then the same random number generation procedure that generated these last 100 values of X will be used to generate a new value of X for the computer "decision-maker". The computer will use both the X -values generated by the computer "suggester" and the computer "decision-maker" in determining the actual value of X for that round. (the next screen will tell you exactly how it will do this).

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Whatever value of X the computer "decision-maker" generates, this value will be weighed along with the "suggested X value" that was made earlier in the round in order to determine the actual value of X for that round. The computer "decision-maker" will place a 20.0% weight (emphasis) on the "suggested X value" for the round (and therefore 80.0% weight on the computer "decision-maker's" X choice for the round). For example, suppose that earlier in the round, the computer "suggester" generated a suggested value of X of 10,000, and the computer "decision-maker" at the end of the round generates a value of X of 20,000. The actual value of X for the round is then determined by placing a 80.0% weighting on 20,000 and a 20.0% weighting on 10,000.

A higher weighting on a particular value of X implies that the final choice of X will lie closer to that value of X . And, the higher the weight, the closer it would be to that number (for example, a 90% weight on 1000 and a 10% weight on 5000 would yield an outcome of 1400) (these numbers are not realistic, and they are meant only to illustrate the point). In each case, at the end of the round you would already know what the "suggested" value of X was, and you would then be shown the final X outcome for the round (note: you will not be shown the computer "decision-maker's" generated X value).

Of course, this method of determining the value of X for you will only be used should you both fail to mutually agree upon a value of X prior to the end of the round. You are, of course, free at any point during the round to mutually agree upon the value of X .

Please raise your hand if you have any questions as to how this procedure will work in the event that you do not mutually agree upon a value of X prior to the end of the round. Otherwise, click below to start.