Scenario of Large Envelope Experiment

@30 May 2011

0. The 90 envelopes are grouped in 10-tuples, 1-10, …, 81-90. Each 10-tuple is put together using a rubber band, with a little yellow pad on the 10-tuple indicating the nrs. (1-10, and so on), so that subjects know that these nrs. are the ones to be found/verified.  
There are sufficient prizes, mugs and chocolate installed visually. There is enough money to pay all. There are dice to implement lotteries, knifes/letter-openers, and a computer with internet connection to implement the AEX contingent prospects.

1. The subjects enter the room and are free to choose a seat themselves.
2. The explanatory ppt-lecture starts, with a printout handed out to each subject.
3. When the explanation reaches the relevant point, each 10-tuple of envelopes is checked for presence of every nr. by a voluntary subject, and then thrown into one big opaque bag.
4. When all 90 in the big bag, they are hustled randomly by one subject.
5. The subject then divides the content over 5 opaque bags.
6. For each bag with envelopes, one subject hands out one envelope to other subjects and at the end takes one themselves, until every subject has one envelope. They have been told that there is no benefit in getting more than one envelope.
7. The explanatory lecture continues.
8. At the end, the paper stimuli=questionnaires are handed out to the subjects and they fill them out.
9. During the experiment, one of the experimenters determines the starting and closing values of the AEX, and uses the excel file to calculate the percentage increase during the experiment. This experimenter prepares notes for the other experimenters so that each is aware of the outcome of the AEX contingent prospects.   
     
   **Monday 30 May: in T3-31  
   Tuesday 31 May: in C1-045  
   Wednesday 1 June: in G3-26**
10. When the subjects are done, they queue in lines for experimenters paying them out. There are nice places/tables in the room, suited for this purpose, where experimenters can take dice from each other easily for instance.
11. When their turn, the subject hands in envelope and questionnaire.
12. The experimenter opens the envelope with a envelope opener or knife, next first inspecting the type of the note.
13. The experimenter finds the type (indicated through Greek letter) in the questionnaire and starts the implementation.
14. Implementation:  
    *(a) Choose which of two options from the envelope to implement.*  
    For choice, implement the option chosen.  
    For choice list/threshold: always Option 2 on the letter is the variable to inspect against questionnaire that they filled out.  
    For choice list: implement the option chosen.  
    For threshold:  
     if option 2 in letter ≥ threshold, implement that option 2.  
     Otherwise implement option 1.

Type γ: Mug or Money-matching; BDM.  
Type δ: Mug or Money-choice list.  
Type θ: P-bet or €-bet.  
Type **λ**: P bet or money.  
Type **ρ**: $-bet or money.  
Type **φ**: Matching probability for stock going up from −0.5% to 0.5%.  
Type **ω**: Matching probability for stock going up > 0.5%.  
Type **χ**: Matching probability for stock going up < −0.5%.  
Type **τ**: Chocolate or Money-matching; BDM.  
Type **ψ**: Chocolate or Money choice-list; BDM.  
*(b) Actual implementing of option chosen.*  
Lotteries: throw dice. Prize if dice-nr. < probability.  
AEX: Experimenter gets note with percentage increase. Prize if % in dark interval.

1. Experimenter gives list describing all envelopes, and shows there that envelope of subject has correct content (the latter can be skipped or left to the subjects).
2. Subject receives prize, signs receipt, and leaves.
3. We could have someone do exit-interviews then.