Well Being 383

Screen1 Screen1
This is an experiment in decision-making. Your payoffs will depend partly on your decisions and partly on chance. Please pay careful attention to the instructions as a considerable amount of money is at stake. During the experiment we will speak in terms of experimental tokens instead of dollars. Your payoffs will be calculated in terms of tokens and then translated into dollars at the end of the experiment at the following rate: 2 Tokens = 1 Dollar You are free to stop at any time. If you do not complete the experiment now, you may return to complete the experimental session at any time between now and [] If you do not complete the experiment between now and [FLTimeEnd], you will not receive any payment. Details of how you will make decisions and receive payments will be provided below. Please click the NEXT button below to proceed to the next screen.

Screen2 Screen2
This is an experiment in two stages. For stage one, you will be presented with information on several charitable organizations taken from the website www.CharityNavigator.com afterwards you will be asked to select a preferred organization. In stage two you will participate repeatedly in 50 independent decision problems that share a common form. We next describe in detail the process that will be repeated in all decision problems and the computer program that you will use to make your decisions. In each decision problem you will be asked to allocate tokens between yourself and the charitable organization you selected in the previous stage. We will refer to the tokens that you allocate to yourself as tokens that you Hold, and tokes that you allocate to the chosen charity as Pass. Please click the NEXT button below to proceed to the next screen.

Screen3 Screen3
Charity navigator is a website that evaluates organizations which rely on public support and actively solicit donations from the public. It rates organizations which file IRS Form 990 along several dimensions and has been acclaimed by numerous publications as among the best or most useful websites. They have identified 9 charitable categories and several causes within each category. The table on the next screen is adapted from the charity navigator website and contains information on the top ten charities within each cause. Please review the information in this table carefully and select your most preferred charity. If you like, you can also write in a different charity of your choice. Please click the NEXT button below to proceed to the next screen.

category choose charity category
Please choose a charity category
1 [FL_categories]
2 [FL_categories]
3 [FL_categories]
4 [FL_categories]
5 [FL_categories]
6 [FL_categories]
7 [FL_categories]
8 [FL_categories]
9 [FL_categories]

category_cause choose category cause
Please choose a [selectedCategory] category cause
1 [FL_category_causes]
2 [FL_category_causes]
3 [FL_category_causes]
4 [FL_category_causes]

5 [FL_category_causes]
6 [FL_category_causes]
7 [FL_category_causes]
8 [FL_category_causes]
9 [FL_category_causes]
10 [FL_category_causes]
11 [FL_category_causes]
12 [FL_category_causes]
13 [FL_category_causes]
14 [FL_category_causes]
15 [FL_category_causes]
16 [FL_category_causes]
17 [FL_category_causes]
18 [FL_category_causes]
19 [FL_category_causes]
20 [FL_category_causes]

cause_charity choose cause charity
Please choose a [selectedCause] charity
1 [FL_cause_charities]
2 [FL_cause_charities]
3 [FL_cause_charities]
4 [FL_cause_charities]
5 [FL_cause_charities]
6 [FL_cause_charities]
7 [FL_cause_charities]
8 [FL_cause_charities]
9 [FL_cause_charities]
10 [FL_cause_charities]
11 [FL_cause_charities]
12 [FL_cause_charities]
13 [FL_cause_charities]
14 [FL_cause_charities]
15 [FL_cause_charities]
16 [FL_cause_charities]
17 [FL_cause_charities]
18 [FL_cause_charities]
19 [FL_cause_charities]
20 [FL_cause_charities]

Screen4 Screen4
The charity I select is [selectedCharity] Please click the NEXT button below to proceed to the next screen.

Screen5 Screen5
Each decision will involve choosing a point on a line representing possible token allocations to you (Hold) and to your charity (Pass). In each choice, you may choose any Hold / Pass pair that is on the line. Examples of lines that you might face appear in the diagrams below. In each graph Hold corresponds to the vertical axis and Pass corresponds to the horizontal axis. The points on the diagonal lines in the graphs represent possible token allocations to Hold (tokens to you) and Pass (tokens to the charity) that you might choose. Please click the NEXT button below to proceed to the next screen.

Screen6 Screen6

By picking a point on the diagonal line, you choose how many tokens to hold for yourself and how many to pass to the charity. You may select any allocation to Hold and Pass on that line. If, for example, the diagonal line runs from 50 tokens on the Hold axis to 50 tokens on the Pass axis (see Diagram 4), you could choose to hold all 50 tokens for yourself, or pass all 50 tokens to the charity, or anything in between. However, most of the decision problems will involve flatter or steeper lines: if the line is flatter (see Diagram 5), one less token for yourself means more than one additional token is passed to the charity; if the line is steeper (see Diagram 6), one less token held means less than one additional token passed to the charity. Please click the NEXT button below to proceed to the next screen.

Screen7 Screen7

To further illustrate, in the example below, choice A represents an allocation in which you hold y tokens and pass x tokens. Thus, if you choose this allocation, you will hold y tokens for yourself and you will pass x tokens to the charity. Another possible allocation is B, in which you hold w tokens and pass z tokens to the charity. Please click the NEXT button below to proceed to the next screen.

Screen8 Screen8

Each of the 50 decision problems will start by having the computer select a diagonal line at random. All of the lines that the computer will select will intersect with at least one of the axes at 50 or more tokens, but will not intersect either axis at more than 100 tokens. The lines selected for you in different decision problems are independent of each other and depend solely upon chance. Please click the NEXT button below to proceed to the next screen.

Screen9 Screen9

The computer program dialog window is shown here. In each round, you will choose an allocation by using the mouse to move the pointer on the computer screen to the allocation that you wish to choose (note that the pointer does not need to be precisely on the diagonal line to shift the allocation). When you are ready to make your decision, left- click to enter your chosen allocation. After that, confirm your decision by clicking on the OK button. Note that you can choose only Hold and Pass combinations that are on the diagonal line. Once you have clicked the OK button, your decision cannot be revised. After you submit each choice, you will be asked to make another allocation in a different decision problem involving a different diagonal line representing possible allocations. Again, all decision problems are independent of each other. This process will be repeated until all 50 decision rounds are completed. At the end of the last round, you will be informed that the experiment has ended. Please click the NEXT button below to proceed to the next screen.

Screen10 Screen10

Next, you will have two practice decision rounds. The choices you make in these practice rounds will have no impact on the final payoffs to you or to the other ALP respondent. In each round, you may choose any combination of tokens to Hold (tokens to you) and Pass (tokens to the charity) that are on the line. To choose an allocation, use the mouse to move the cursor on the computer screen to the allocation that you desire. When you are ready to make your first practice choice, left-click to enter your chosen allocation. To revise your allocation in the first practice round, click the CANCEL button. To confirm your decision, click on the OK button. You will then be automatically moved to the second practice round. After you complete the two practice rounds, click NEXT to proceed to the next screen. Please click the NEXT button below to enter the first practice round.

PracticeRound PracticeRound

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$(document).ready(function() { $(".nextButton").attr("disabled", "disabled"); });
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Screen11 Screen11

Payoffs will be determined as follows. At the end of the experiment, the computer will randomly select one of the 50 decisions you made to carry out for real payoffs. You will receive the tokens you held in that round (the tokens allocated to Hold). Your selected charity will receive the tokens that you passed (the tokens allocated to Pass). Note that the charity you selected is not making any allocation decisions. At the end of last round, you will be informed of the round selected for payment, and your choice and payment for the round. At the end of the experiment, the tokens will be converted into money. Each token will be worth 0.50 dollars, and payoffs will be rounded up to the nearest cent. Recall that you are free to stop at any time, and you may return to complete the experimental session at any time between now and [] If you do not complete the experiment between now and [FLTimeEnd], neither you nor the other ALP respondent that has been selected to receive the tokens you pass will receive any payment. Please click the NEXT button below to proceed to the next screen.

Screen12 Screen12 review

To review, in every decision problem in this experiment, you will be asked to allocate tokens to Hold and Pass. At the end of the experiment, the computer will randomly select one of the 50 decision problems to carry out for payoffs. The round selected depends solely upon chance. You will then receive the number of tokens you allocated to Hold in the chosen round. The charity you selected will receive the number of tokens you allocated to Pass in the chosen round. Each token will be worth 50 cents. If everything is clear, you are ready to start. Please click NEXT to proceed to the actual experiment.

DQmoduleIntro6 DQmoduleIntro6

$(document).ready(function() { $(".nextButton").attr("disabled", "disabled"); });

DQmoduleBack Landing back page

Thank you for participating in this experiment. Round [FLNumRound] was randomly selected to determine payouts from this experiment. In that round, you chose to allocate [FLHold] tokens to Hold and [FLPass] tokens to Pass. With the token-to-dollar exchange rate of 2 tokens to one dollar your payout from the experiment is [FLHold]Bucks dollars, and your selected charity's payout is [FLPass]Bucks dollars. Please click the NEXT button below to proceed to the next screen.

DQL DQL

$(document).ready(function() { $(".nextButton").attr("disabled", "disabled"); }); The next decision problem is meant to test how well the participants in this experiment are able to implement their desired choices using the mouse. By completing this question, you will help us better understand the way respondents interact with the computer interface. Where you place the cursor on this next question will have no impact on the final payoffs to you or your selected charity. Please move the cursor to select the allocation that would allocate 20 tokens to Hold and the remaining tokens to Pass. If you get within one token of the correct allocation you will receive an additional $1 in compensation.

CS_001 HOW PLEASANT INTERVIEW

Could you tell us how interesting or uninteresting you found the questions in this interview?
1 Very interesting
2 Interesting
3 Neither interesting nor uninteresting
4 Uninteresting
5 Very uninteresting