Study 1

Pre-Experimental Survey

Trust questions.
Filler items from World Value Survey.

Study

Consent form

High

Trust induction

Low

Public Goods Game under time constraint manipulation

Time pressure

Time delay

Public Goods Game under time constraint manipulation

Rational-Experiential Inventory:
• Need for Cognition.
• Faith in Intuition.

Demographics

After the game:
• Belief regarding the contribution of other players
• Comprehension of the game
• Open question on why they made their decision
• Experienced trust in the public goods game and filler items

Experience with similar studies and research participation
• Social capital
• Perceived Awareness of the Research Hypothesis scale and other questions about demand effects

Demographics

Age
• Gender
• Where they grew up
• Major
• Socioeconomic status
• Subjective socioeconomic status
• How many people in the room they knew
Study 2

Consent form

Trust induction

Public Goods Game under cognitive process manipulation

Comprehension of the game
Cognitive process manipulation check
Experienced trust in the public goods game and filler items

Other measures

Experience with similar studies and online studies in general
Perceived Awareness of the Research Hypothesis scale

Demographics

Age
Gender

Debriefing

Timing of the tasks (in seconds)

High

Low

Intuition
Deliberation

M = 245.87
SD = 168.16
M = 219.46
SD = 162.99

M = 17.39
SD = 11.25
M = 21.27
SD = 14.52
After the game:
- Belief regarding the contribution of other players
- Comprehension of the game
- Open question on why they made their decision

After the game:
- Comprehension of the game
- Open question on why they made their decision

Other measures
- Experience with similar studies and research participation
- Social capital
- Perceived Awareness of the Research Hypothesis scale and other questions about demand effects

* Order of Public Goods Game and Trust Game was randomized

Timing of the tasks (in seconds) among TG Players 1
- $M = 12.65$, $SD = 5.82$
- $M = 27.14$, $SD = 13.68$

Demographics
- Age
- Gender
- Where they grew up
- Education
- Socioeconomic status
- Subjective socioeconomic status
- How many people in the room they knew

Propensity to Trust Survey and filler items
- World Value Survey Trust and filler items