Information Sheet

Thank you for agreeing to participate in this study!

Before you complete the study, please read the text below carefully. It includes information about the study. If you would to review this information again later, please print this page and keep it in your records.

Click "Next" at the bottom of the screen when you are ready to continue.

Research Information Sheet

Procedure and Compensation: You are being asked to voluntarily participate in a research study. This study is an experiment examining how individuals make decisions in an economic setting. If you choose to participate, you will receive detailed instructions describing the economic setting and the rules of the experiment. The experiment will last up to 30 minutes. Unfortunately, to avoid affecting your decisions, we cannot give you more detailed information about the purpose of this experiment. However, details of the experiment will be described to you in the instructions before you make any decisions.

If you choose to participate in the study, you will start with \$1.75 simply for participating in the experiment. You will also have multiple opportunities to earn bonus payments, including \$0.50 that you will earn once you finish a comprehension quiz. Your final earnings may change based upon your decisions and the rules of the experiment. Please note that you need to complete the pre-survey in order to participate in the experiment, and your earnings from the pre-survey will be included in your final earnings.

The instructions provided during the experiment include detailed information about how payment will be determined. Your earnings, including your bonus payments, will be paid to you no later than 14 days after you complete the study.

You always have the option of voluntarily choosing not to participate and may exit from the experiment at any time. If you choose to exit the experiment, you will be paid all earnings up to the time you leave and will be

Confidentiality: The confidentiality of your data will be protected to the extent allowed by law. Information about your name and participation in this experiment may be retained as part of the payment records. Once the payment records have been processed, any identifying information will be removed from your experimental data. Your name will not be reported with any results related to this research. If data from this study is shared with other researchers in the future, no identifying information about you will be included.

Outside of Prolific, only the researchers, any research assistants conducting this experiment, and FSU and UC Irvine administrators responsible for processing payoff records will know what your earnings are. Compensation you receive as a result of your participation in this experiment may be reported for taxation purposes to appropriate federal and state agencies, but the results of the study will remain confidential and will not be forwarded to tax authorities.

We will store your information in ways we think are secure. We will store paper files in locked filing cabinets. We will store electronic files in computer systems with password protection. However, we cannot guarantee complete confidentiality.

If you have any questions, please contact Mackenzie Alston (malston@fsu.edu; 850-644-5002).

If you have any questions or concerns about your rights as a research participant, or regarding the study and would like to talk to someone other than the researcher(s), you are encouraged to contact the FSU IRB at telephone number 850-644-7900. You may also contact this office by email at humansubjects@fsu.edu, or by writing or in person at 2010 Levy Street, Research Building B, Suite 276, FSU Human Subjects Committee, Tallahassee, F1 3230-6-742

If you are an adult (18 years old or older), please indicate whether you consent to participate in this study.

Yes, I	am an adult	and consent to	o participate i	n this study.	
No, I d	do not conse	nt to participa	te in this stud	у.	
I am u	ınder 18 yea	rs old.			
					N

Screen for those who did not consent to participate in the study

As you do not wish to participate in this study, please return your submission on Prolific by selecting the 'Stop without completing' button.

Screen for those who said they were under 18 years old

You are ineligible for this study, as you have provided information which is inconsistent with your Prolific prescreening responses. Please return your submission on Prolific by selecting the 'Stop without completing' button.

Elicitation of their Prolific ID



Explanation of Payment

This experiment will consist of 4 rounds and will end with a survey.

Just for participating today, you have earned \$1.75. Throughout the experiment, you will have multiple opportunities to earn bonus payments.

Your final earnings will depend on the decisions you make during this experiment.

From this point on, we will use experimental currency units (ECUs) to describe your earnings.

We will convert your earnings from ECUs to dollars at the end of the experiment. The exchange rate we will use is 100 ECUs = \$1.

This means that if, for example, you earn 75 ECUs in bonus payments, we would pay you 0.75 in addition to the participation fee of 175 ECUs or 1.75.

At the end of the experiment, the computer will randomly choose 1 of the 4 rounds. Your final earnings will be based on what happens in the round that was chosen.

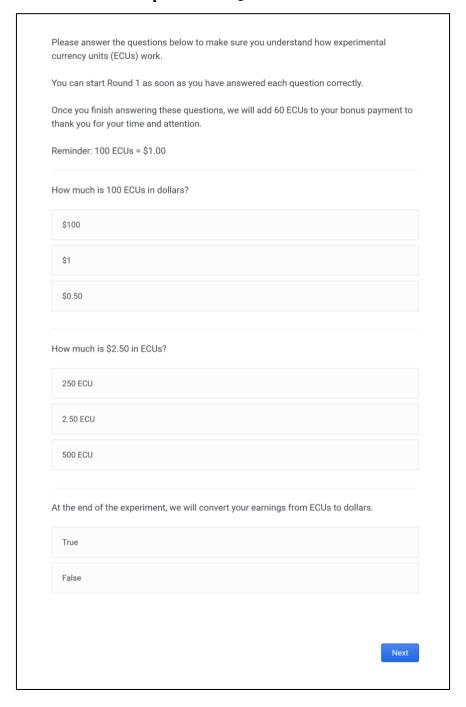
Because you do not know which round will be chosen for payment, please read the instructions for all rounds carefully and answer all of the questions to the best of your ability.

Your earnings, including the bonus payments, will be paid to you no later than 14 days after you complete the study.

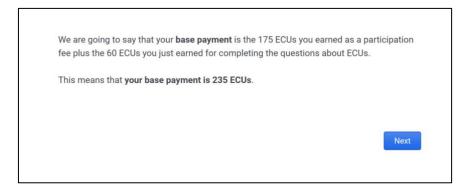
Click "Next" when you are ready to continue.

Nex

ECU-to-Dollar Conversion Comprehension Quiz



Explanation of "Base Payment"



Introduction to Speeding Simulation

Below is a description of what will happen in the next rounds

In each round, you will be asked to imagine that you are driving a car through a city that has a speed limit of 45 miles per hour (mph).

You get to decide how fast you want to drive, but there is a chance that you may get a ticket. You will find out whether you received a ticket at the end of the experiment.

If you do not get a ticket, you will earn 3 ECUs * your speed in that round.

If you do get a ticket, you will pay a fine of 60 ECUs in that round. You will not earn 3 ECUs * your speed

Example: If you drive 50 mph, you would earn 150 ECUs if you did not get a ticket. If you did get a ticket, you would lose 60 ECUs. As a reminder, you started this experiment with a base payment of 235 ECUs.

We will not tell you the name of the city, but it is a real city in the United States.

Note that, in the real world, the amount of effort that the police exert in issuing tickets can depend on the seriousness of speeding in the city as well as other demands on police time, which can vary with the characteristics of the city.

To help calculate the probability that you get a ticket in this experiment, we will use the following information:

- Your speed
- · Characteristics about you
- · Characteristics about the city and its police department
- · Previous tickets given to real people who drove through the city
- · Information about people's tendency to speed

You shared information about yourself when you created your Prolific account. We will also collect information about you at the end of the experiment.

Here is some of the speeding ticket information we collected from each city:

- The difference between the driver's recorded speed and the speed limit (in other words, how much they were speeding)
- The gender and race of the driver who got ticketed

For each city, we also collected information about:

- The city (ex. population size)
- The people living in that city (ex. median household income)
- The police department of that city (ex. number of sworn officers)

Part of this information will be used to calculate the probability that you will get a ticket.

Before you make your decision about how fast you want to drive, we will share some of this information with you.

If you would like to view examples of how we will issue tickets, click the button below.

Click Here to See Examples of How We Will Issue Ticket

Let's walk through two examples.

Example #1: Let's say that you choose a speed, and we estimate that there is a 10 out of 100 chance that someone with your characteristics would get a speeding ticket in that city based on your speed and the other information we have. (Note: A 10 out of 100 chance is the same as 1710 or 10%.)

The computer will then randomly choose a number between 1 and 100. If the number chosen is between 1 and 10, then you would get a speeding ticket. If the number chosen is between 11 and 100, you would not receive a ticket.

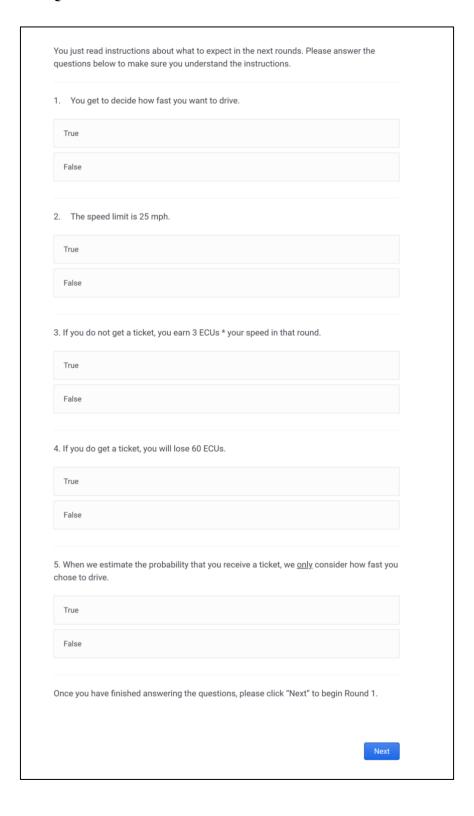
Example #2: Let's say that you choose a speed, and we estimate that there is a 20 out of 100 chance that someone with your characteristics would get a speeding ticket in that city based on your speed and the other information we have. (Note: A 20 out of 100 chance is the same as 1/5 or 20%.)

The computer will then randomly choose a number between 1 and 100. If the number chosen is between 1 and 20, then you would get a speeding ticket. If the number chosen is between 21 and 100, you would not receive a ticket.

If you have read and understood the instructions, please click "Next" to complete a short comprehension quiz.

Nex

Comprehension Quiz



Round 1: First Speeding Simulation, All Conditions

Round 1

Imagine that you are driving a car in City A on your way to a grocery store. It is 5 miles away, and the speed limit in the area is 45 mph.

Your earnings in this round will be based on how fast you drive and whether or not you receive a ticket.

- If you do not get a ticket, you will earn 3 ECUs * your speed.
- If you do get a ticket, you will lose 60 ECUs.

Remember that you are starting the experiment with 235 ECUs in base payment.

Please note that City A is based on a real city in the United States.

Prior to this study, we collected information about who gets ticketed for speeding in City A and how fast they were driving at the time. Based on this information, information about people's tendency to speed, your speed, your characteristics, and the characteristics of City A and its police department, we will determine whether or not you will get a ticket.

We will show you information about City A on the next screens. You may have to wait a few seconds before the "Next" button appears.

Please do not click "Back" in your internet browser. You'll have an opportunity later to review all of the information about the city.

Next

About the City:

- Population Size: under 500,000
- Size of City: under 100 square miles
- Average Time to Get to Work (for those 16 years old or older): less than 35 minutes

Next

Round 1: First Speeding Simulation, WPD-WC

About People in the City:

- Average Household Size: approximately 3 people per house
- Percent of Population That Is 18 Years Old or Older: between 70% and 80%
- Gender of Population: approximately 50% male
- Race of Population: under 70% White (non-Hispanic)
- Percent of Population over 24 Years Old With Bachelor's Degree or Higher: between 20% and 30%
- Median Household Income: between \$40,000 and \$60,000

Next

About the Police Department in the City:

- Size of Police Department: over 100 sworn police officers
- Gender of Police Department: over 75% male
- Race of Police Department: between 55% and 65% White (non-Hispanic)

Next

Round 1: First Speeding Simulation, NWPD-WC

About People in the City:

- Average Household Size: approximately 3 people per house
- \bullet Percent of Population That Is 18 Years Old or Older: between 70% and 80%
- Gender of Population: approximately 50% male
- Race of Population: under 70% White (non-Hispanic)
- Percent of Population over 24 Years Old With Bachelor's Degree or Higher: between 20% and 30%
- Median Household Income: between \$40,000 and \$60,000

Next

About the Police Department in the City: • Size of Police Department: over 100 sworn police officers • Gender of Police Department: over 75% male • Race of Police Department: between 5% and 15% White (non-Hispanic)

Round 1: First Speeding Simulation, WPD-NWC

About People in the City:

- Average Household Size: approximately 3 people per house
- \bullet Percent of Population That Is 18 Years Old or Older: between 70% and 80%
- Gender of Population: approximately 50% male
- Race of Population: under 40% White (non-Hispanic)
- Percent of Population over 24 Years Old With Bachelor's Degree or Higher: between 20% and 30%
- Median Household Income: between \$40,000 and \$60,000

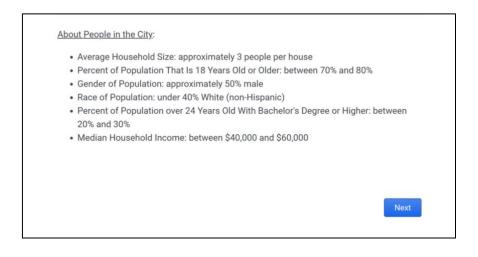
Next

About the Police Department in the City:

- Size of Police Department: over 100 sworn police officers
- Gender of Police Department: over 75% male
- Race of Police Department: between 55% and 65% White (non-Hispanic)

Nex

Round 1: First Speeding Simulation, NWPD-NWC



About the Police Department in the City:

Size of Police Department: over 100 sworn police officers
Gender of Police Department: over 75% male
Race of Police Department: between 5% and 15% White (non-Hispanic)

Round 1: First Speeding Simulation, All Conditions (continued)

Round 1

Remember that the speed limit is 45 mph.

Click here if you want to review information about the city.

Click <u>here</u> if you want to review information about the people in the city.

Click here if you want to review information about the police department in the city.

The table below explains your total earnings if this round is selected for payment.

Ticket?	Total Earnings In Round (if this round is selected)
You DON'T get a ticket.	3 ECUs * Your Speed
You DO get a ticket.	- 60 ECUs

We have calculated the probability that you will receive a ticket if you drive a certain speed. However, these probabilities won't be shared with you in this round.

Speed You Travel (mph)	Probability You Will Receive a Ticket
Under 45	?%
45 - 50	?%
51 - 55	?%
56 - 60	?%
61 - 65	?%
66 - 70	?%
Above 70	?%

How fast do you want to drive? Enter a number between 0 and 100.

Please click "Next" when you are ready to submit your answer and move to the next part of the experiment.

Next

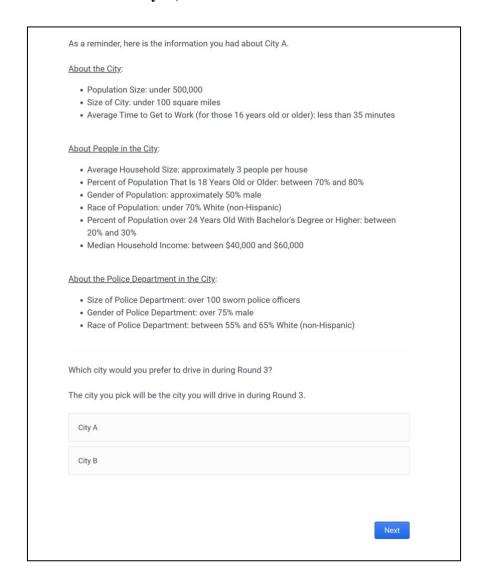
Round 2: Ticketing Probability Belief Elicitation

Theelesses	
i nank you for ente	ering your speed!
	e you to tell us what you think are the chances that you would have gotten in Round 1 if you had traveled at the speeds listed below.
	ortunity to earn bonus payments for EACH guess. The closer your guess is lility, the more you will earn.
We will calculate h please give your b	now close each of your guesses was and pay you for each guess, so est guess.
If you would like to guesses, click the	o learn more about how we will calculate your bonus payments for your button below.
Click Here to Learn	More About How We Will Calculate Your Bonus Payments for Each Guess
How we will calcu	late your bonus payment for each guess:
Bonus Payment fr Probability]^2 ECU	om One of Your Guess = 30 ECUs - (0.003) *[Your Guess - True Js
the true probability ECUs. This is because 30	.0% chance that you would've gotten a speeding ticket. Let's imagine that y is actually 20.0%. Your bonus payment from that guess would be 29.93 DECUS - (0.003)*[25-20]*2 ECUS = 30 ECUS - (0.003)*5^2 ECUS = 30 ECUS
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Round 3: Willingness to Pay for Information About New City

Round 3, we will ask you to imagine you are driving a car in a city on your way to a ocery store again. u already drove in City A in Round 1. w you have the choice to drive in City A again or choose to drive in City B in Round fore you start Round 3, you have the possibility of having ONE piece of information y B to you. are giving you 24 ECUs for this stage. You can use it to pay for one piece of information you will indicate the most you would be willing to pay for each piece of information will indicate the most you would be willing to pay for each piece of information and then random pose a number should be between 0 and 24. e computer will randomly pick one of these pieces of information and then random pose a number between 0 and 24. This number will be the "price" for the selected p information. he price of the item is less than or equal to what you said you were willing to pay for me we would reveal this information to you. We will also subtract the price from the ECUs you got in this stage. he price of the item is greater than what you said you were willing to pay for it, then uld not reveal this information to you. You would keep the entire 24 ECUs you got in ge. Let you got in the paying up to 24 ECUs for each individual piece of information you would like eive. Let of 5 ECUs. You said you would be willing to pay 7 ECUs. We would then tell you the city B and deduct 5 ECUs from your 24 ECUs payment. You would have 19 ECUs is stage.	nation. ation. hly oliece or it,
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te: Your earnings from this stage will be added to your earnings from the randomly osen round.	(
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Round 3: Reminder About City A, WPD-WC



Round 3: Reminder About City A, NWPD-WC

As a reminder, here is the information you had about City A.

About the City:

- Population Size: under 500,000
- Size of City: under 100 square miles
- Average Time to Get to Work (for those 16 years old or older): less than 35 minutes

About People in the City:

- Average Household Size: approximately 3 people per house
- Percent of Population That Is 18 Years Old or Older: between 70% and 80%
- Gender of Population: approximately 50% male
- Race of Population: under 70% White (non-Hispanic)
- Percent of Population over 24 Years Old With Bachelor's Degree or Higher: between 20% and 30%
- Median Household Income: between \$40,000 and \$60,000

About the Police Department in the City:

- Size of Police Department: over 100 sworn police officers
- Gender of Police Department: over 75% male
- Race of Police Department: between 5% and 15% White (non-Hispanic)

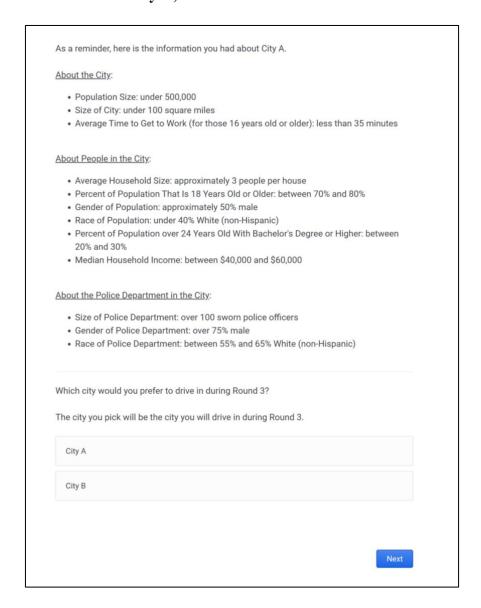
Which city would you prefer to drive in during Round 3?

The city you pick will be the city you will drive in during Round 3. $\,$

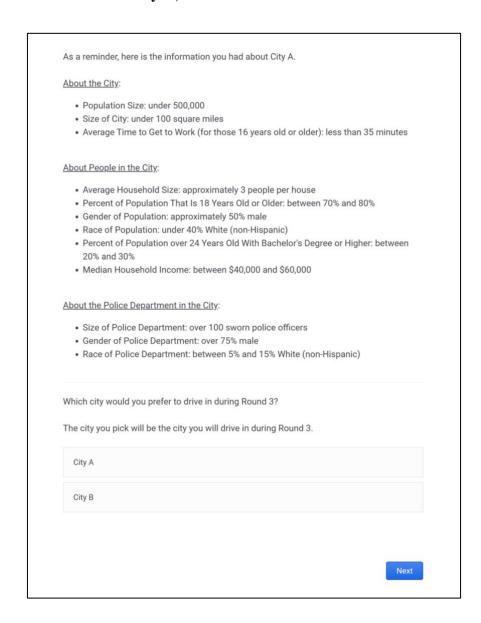
City A			
City B			

Next

Round 3: Reminder About City A, WPD-NWC



Round 3: Reminder About City A, NWPD-NWC



Round 3: City A vs. City B Choice

Round 3 Imagine that you are driving a car in City B on your way to a grocery store. It is 5 miles away, and the speed limit in the area is 45 mph. Your earnings in this round will be based on how fast you drive and whether or not you receive a ticket. • If you do not get a ticket, you will earn 3 ECUs * your speed. • If you do get a ticket, you will lose 60 ECUs. Remember that you are starting with 235 ECUs in base payment. Please note that City B is based on a real city in the United States. Prior to this study, we collected information about who gets ticketed for speeding in City B and how fast they were driving at the time. Based on this information, information about people's tendency to speed, your speed, your characteristics, and the characteristics of City B and its police department, we will determine whether or not you will get a ticket. We will show you information about City B on the next screens. You may have to wait a few seconds before the "Next" button appears. Please do not click "Back" in your internet browser. You'll have an opportunity later to review all of the information about the city.

Round 3: Second Speeding Simulation, All Conditions

Round 3

Imagine that you are driving a car in City B on your way to a grocery store. It is 5 miles away, and the speed limit in the area is 45 mph.

Your earnings in this round will be based on how fast you drive and whether or not you receive a ticket.

- If you do not get a ticket, you will earn 3 ECUs * your speed.
- If you do get a ticket, you will lose 60 ECUs.

Remember that you are starting with 235 ECUs in base payment.

Please note that City B is based on a real city in the United States.

Prior to this study, we collected information about who gets ticketed for speeding in City B and how fast they were driving at the time. Based on this information, information about people's tendency to speed, your speed, your characteristics, and the characteristics of City B and its police department, we will determine whether or not you will get a ticket.

We will show you information about City B on the next screens. You may have to wait a few seconds before the "Next" button appears.

Please do not click "Back" in your internet browser. You'll have an opportunity later to review all of the information about the city.

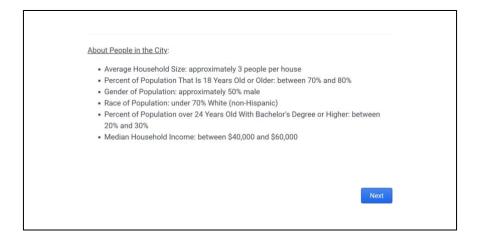
Next

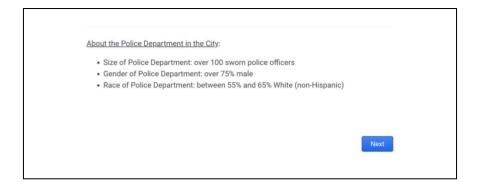
About the City:

- Population Size: under 500,000
- Size of City: under 100 square miles
- Average Time to Get to Work (for those 16 years old or older): less than 35 minutes

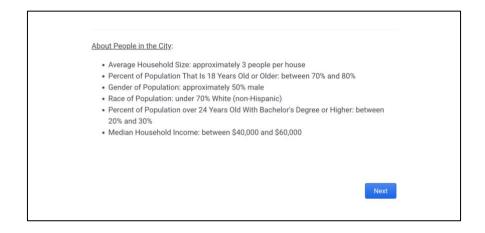
Next

Round 3: Second Speeding Simulation, WPD-WC





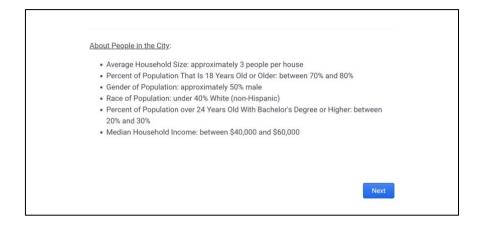
Round 3: Second Speeding Simulation, NWPD-WC

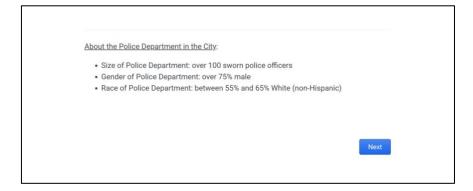


About the Police Department in the City:

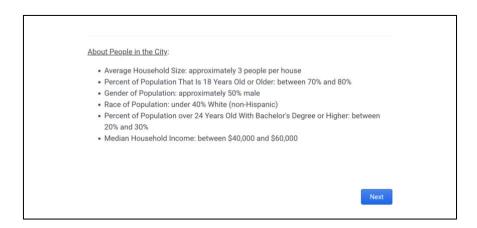
- Size of Police Department: over 100 sworn police officers
 Gender of Police Department: over 75% male
 Race of Police Department: between 5% and 15% White (non-Hispanic)

Round 3: Second Speeding Simulation, WPD-NWC





Round 3: Second Speeding Simulation, NWPD-NWC



About the Police Department in the City:

- Size of Police Department: over 100 sworn police officers
- Gender of Police Department: over 75% male
 Race of Police Department: between 5% and 15% White (non-Hispanic)

Next

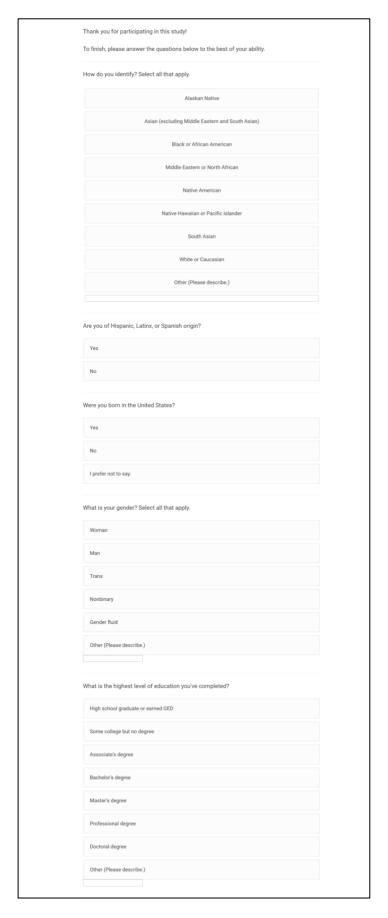
Round 3: Second Speeding Simulation, All Conditions (continued)

Round 3 Remember that the speed limit is 45 mph. Click here if you want to review information about the city. Click <u>here</u> if you want to review information about the people in the city. Click here if you want to review information about the police department in the city. The table below explains your total earnings if this round is selected for payment. Ticket? Total Earnings In Round (if this round is selected) You DON'T get a ticket. 3 ECUs * Your Speed You DO get a ticket. - 60 ECUs We have calculated the probability that you will receive a ticket if you drive a certain speed. However, these probabilities won't be shared with you in this round. Speed You Travel (mph) Probability You Will Receive a Ticket Under 45 ?% 45 - 50 2% 51 - 55 ?% 56 - 60 2% 61 - 65 ?% 66 - 70 ?% Above 70 ?% How fast do you want to drive? Enter a number between 0 and 100. Please click "Next" when you are ready to submit your answer and move to the next round.

Round 4: Measures of Risk Preference and Risky Loss Aversion

Round 4		
Round 4 contains two parts bonus payments based on y		hosen for payment, you will earn
Part One		
There are 100 boxes below. these boxes contains a trap		oxes contain 3 ECUs each and one of
		-
		
		-
eject the lottery. For this part, you will be pai	d based on one randomly c	
If you chose "accept" for the or "tails." Then you will be pa If you choose "reject" for the	aid based on the outcome.	randomly decide if you got a "heads" 0 ECUs.
	Accept	Reject
If the coin turns up heads, then you lose 10 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
If the coin turns up heads, then you lose 20 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
If the coin turns up heads, then you lose 30 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
If the coin turns up heads, then you lose 40 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
If the coin turns up heads, then you lose 50 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
If the coin turns up heads, then you lose 60 ECUs. If the coin turns up tails, you win 50 ECUs.	0	0
		Next

Post-Experimental Survey



Which best describes where you grew up? If you grew up in multiple places, please think about the place you spent the most time.	
Rural area	
Suburb (ex. suburb of Atlanta, suburb of Chicago)	
Small city or town (ex. Athens, Knoxville)	
Downtown area of a big city (ex. downtown Atlanta, downtown Chicago)	
Other (Please describe.)	
In politics today, which political party do you most identify with?	
Democrat	
Leaning Democrat	
Leaning Republican	
Republican	
Independent	
Other (Please describe.)	
I don't know.	
I prefer not to say.	
What did you think about as you figured out how fast you wanted to drive in Round 1 when you drove in City A?	
What do you think is the purpose of this experiment?	
Next	

Have you ever had contact with the police?

For our purposes, contact is defined by any interaction where you exchanged words with a police officer face-to-face in a context related to an incident or crime. (So saying hello to an officer in passing would not count.)

Yes

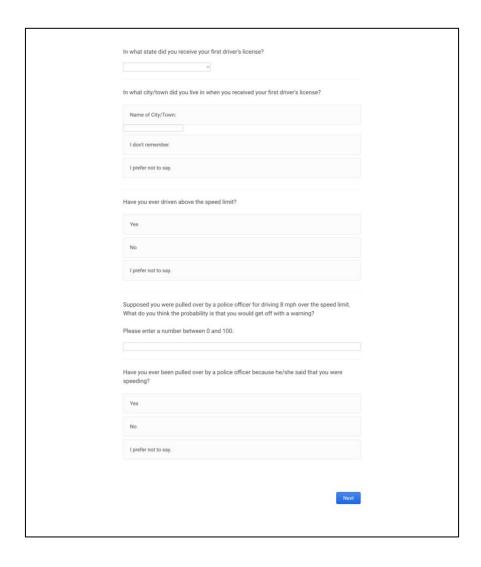
No

Are you legally able to drive a car in the United States? In other words, do you have a valid U.S. driver's license?

Yes

No, I've never had a U.S. driver's license.

No, but I used to be able to legally drive a car in the United States.





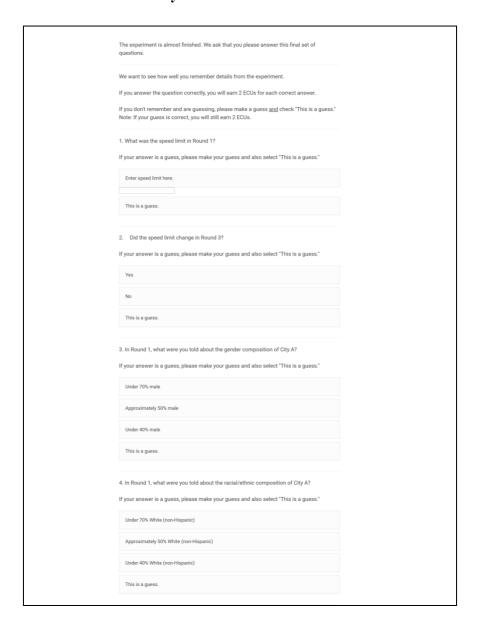
When was the last time you were the passenger in a vehicle that was pulled over by a police $\frac{1}{2}$ officer for speeding? Please state the year. Enter the year here: I don't remember. I prefer not to say. Was the police officer you interacted with male or female? If you interacted with more than one, then think about the police officer you interacted with the most. Female Male Other (Please describe.) Don't Remember Don't Know What race/ethnicity was the police officer you interacted with? If you interacted with more than one, then think about the police officer you interacted with the most. Select all that apply. Alaskan Native Asian (excluding Middle Eastern and South Asian) Black or African American Hispanic, Latinx, or Spanish origin Middle Eastern or North African Native American Native Hawaiian or Other Pacific Islander South Asian White or Caucasian Other (Please describe.) Don't remember Don't know

Always Very Often 1 2	Frequ	ewhat uently 3	Sometimes 4	Not Very Often	Almos Neve
Treat people like you the sa					
•					
Accurately understand and	apply the law				
•					
Make decisions based upo	n facts, not the	eir personal bi	ases or opinions		
•					
To what extent do you a	gree with the	following st	atements?		
			Neither		
	Strongly Agree	Agree	Agree or Disagree	Disagree	Strongly Disagree
The police treat everyone equally regardless of their race.	0	0	0	0	0
The police represent the values of the	0	0	0	0	0
people in power, rather than the values of people like you.		0	0	0	0
than the values of	0				
than the values of people like you. The police does not protect your interests.	0				
than the values of people like you. The police does not	re ready to su	ubmit your re	sponses.		

Screen for those who didn't identify as Black or White

You are ineligible for this study, as you have provided information which is inconsistent with your Prolific prescreening responses. Please return your submission on Prolific by selecting the 'Stop without completing' button.

Post-Experimental Salience Survey





Example of Payment Screen

