Game 6 The Orchestra Game

Instruction

Each of you is part of an orchestra. Each week, your orchestra learns a new piece. Each week, each member divides 20 hours of individual practice between Solo and Ensemble. Your goal is to earn as much prestige points as possible — higher prestige points lead to higher participation marks, up to a maximum of 10 marks. Everyone receives at least 1 mark for participating, regardless of their final payoff.

There will be **2 periods** (each with **5 rounds**) in this experiment. In each round, you will be matched with 5 other people (i.e. a group of 6). Your weekly prestige depends both on your choice and the choices of the other group members.

Prestige Points Computation

- Each hour you spend on **Solo** increases your prestige by 3 points
- Each hour you spend on **Ensemble** increases each group member's prestige by 1 point
- Each hour a group member spends on ensemble increases your prestige by 1 point

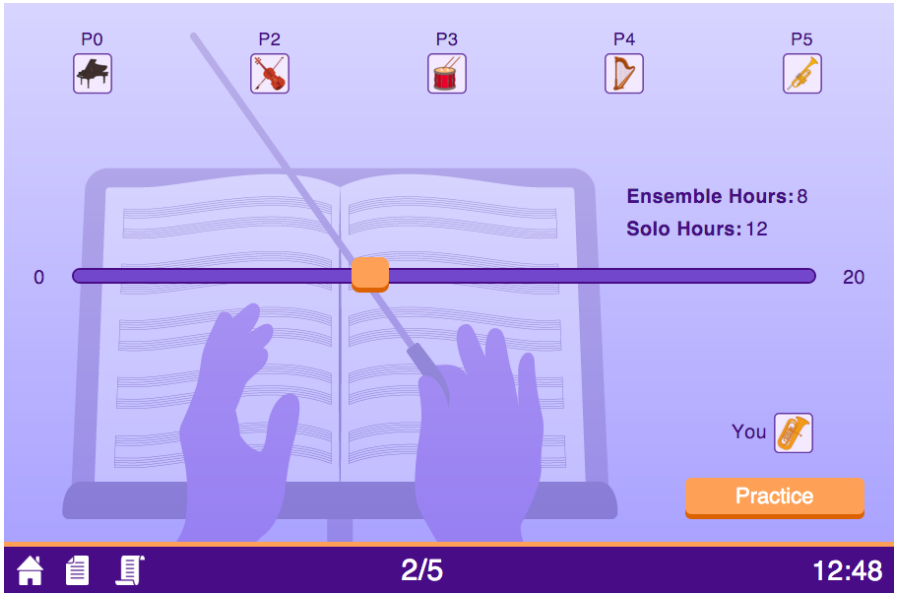
Example:

- **You** chose 8 hours on Ensemble and 12 hours on Solo.
- Your 5 group members chose 5, 6, 7, 8, and 9 Ensemble hours (35 in total)

$$\text{Your payoff} = 1 \times (35 + 8) + 3 \times 12 = 43 + 36 = \mathbf{79}$$

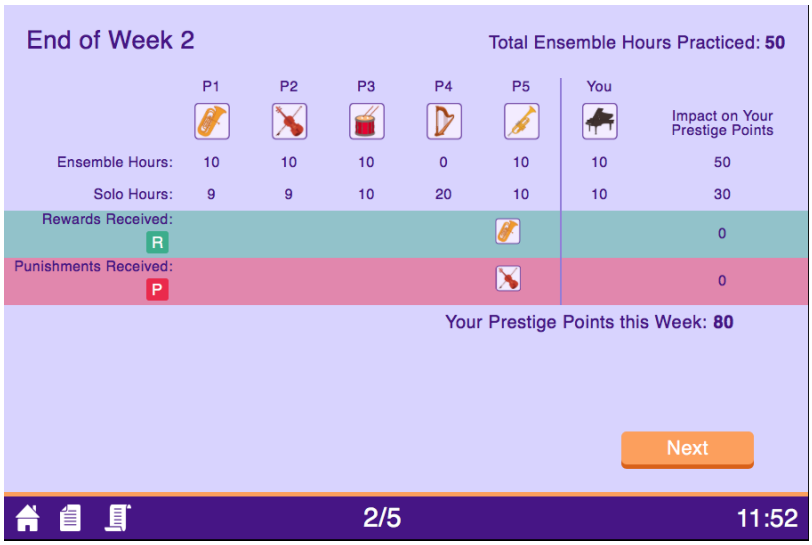
How to Play

- Each round, simply use the slider to divide your time and press **Practice**.
- After each performance, you learn
  - Total Ensemble practice time.
  - Your payoff

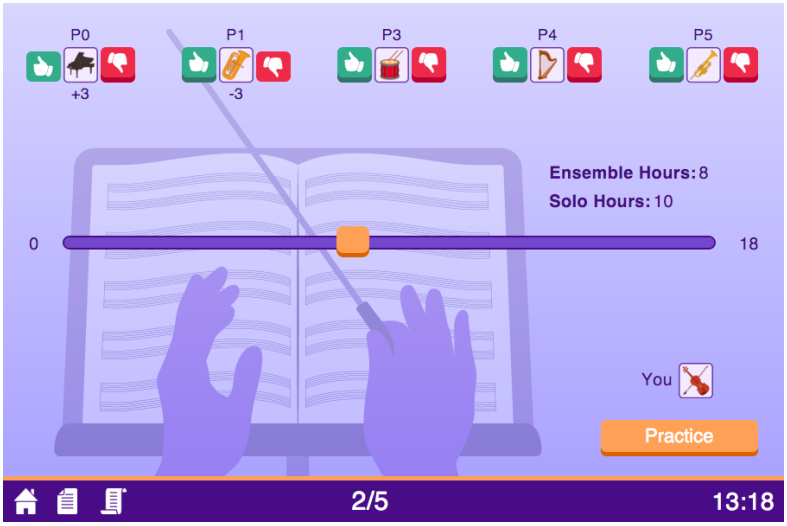


Period 2

The game basically is the same as Period 1, except that, after each performance, you learn each member's ensemble practice time.



- You still have 20 hours each week
- You can spend 1 hour each week either rewarding or punishing each group member
  - **Reward:** An hour helping a group member, resulting in a 3-point increase in her prestige
  - **Punish:** An hour hindering a group member, resulting in a 3-point decrease in his prestige
- Each hour either punishing or rewarding reduces your available practice time by 1 hour



How to Play

- Each round, simply use the slider to divide your time and press **Practice**.
- To reward someone, press the thumbs-up next to his instrument
- To punish someone, press the thumbs-down next to her instrument
- To undo your choice, press the button a second time