

**PSYCHOLOGY SUBJECT POOL Research Alternative #6:**  
**PsychSim 5: SOCIAL DECISION MAKING**

To complete this activity, you must do the following:

1. Print out this worksheet
2. Go to  
[http://courses.bfwpub.com/arga/PsychSim\\_ARGA2/14\\_socialDecisionMaking/index\\_angel.html](http://courses.bfwpub.com/arga/PsychSim_ARGA2/14_socialDecisionMaking/index_angel.html)  
Please do *not* select the option to email answers to your instructor; you must turn in a hard copy of this worksheet.
3. Complete the worksheet, *in your own words*, and turn it in to **125 Moore Building by the due date given when you signed up.**

(PRINT THIS INFORMATION CAREFULLY!)

Name: \_\_\_\_\_ Subject Pool ID \_\_\_\_\_

PSYCH 100 Instructor/Section: \_\_\_\_\_

Signature( *required*)/Date: \_\_\_\_\_

This activity contains a simulation of two classic “social trap” games used in research on competition and cooperation.

**Social Decision Making**

- As you look back over the past several days, can you think of a decision you made that affected the lives of other people, either in a small way or an important way? Describe it briefly.

**Decision Environments**

- What is the difference between zero-sum and non-zero-sum environments? Give an example of each.

