

Supporting Information (SI) for: The restart effect in social dilemmas shows humans are self-interested not altruistic

Maxwell N. Burton-Chellew*¹⁻²

¹ Department of Economics, HEC-University of Lausanne, 1015 Lausanne, Switzerland

² Department of Ecology and Evolution, University of Lausanne, 1015 Lausanne, Switzerland.

*Corresponding author: maxwell.burton@unil.ch

maxburtonchellew.com

Classifications

Biological Sciences: Evolution

Social Sciences: Economic Sciences

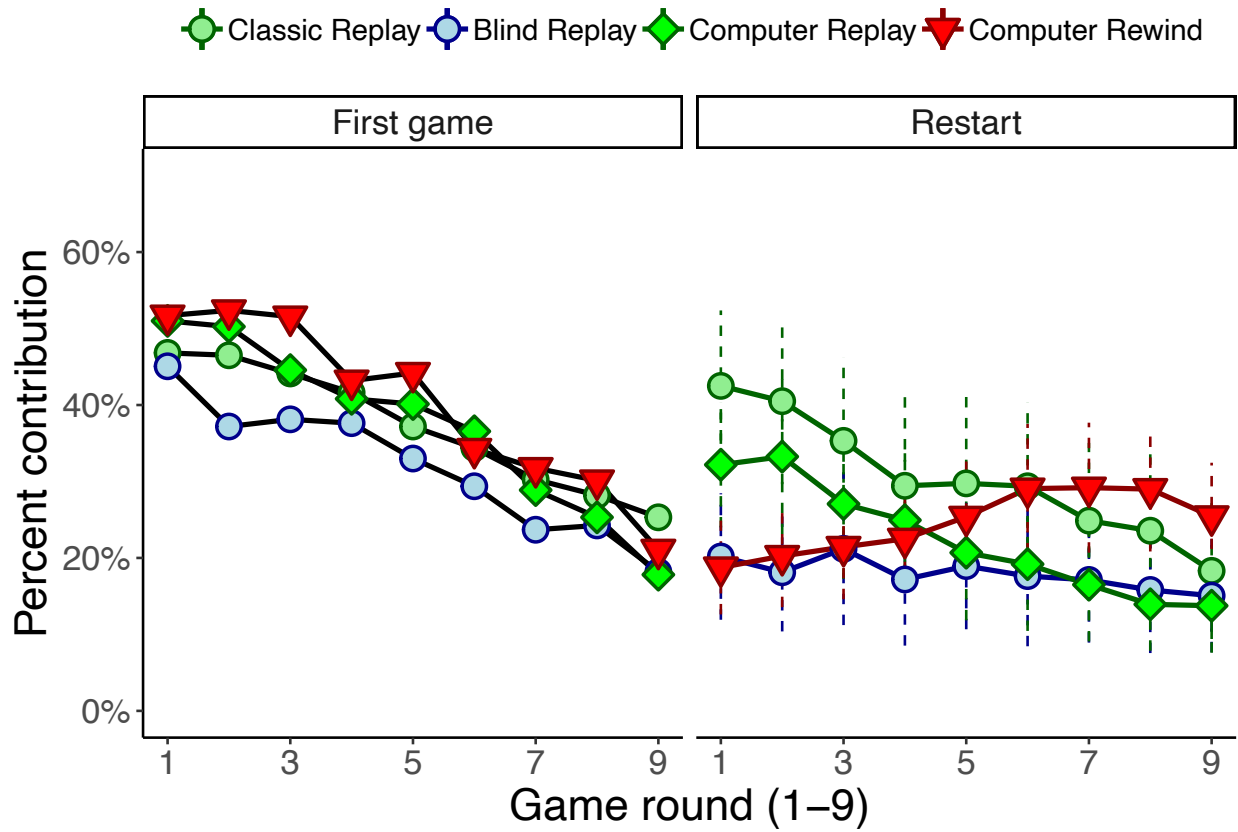
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Supplementary Table 1: Results of separate paired t-tests performed on group mean contributions for each treatment and depending on the level of information shown to participants during the first game.

Restart treatment	Prior game information	Finish (MU)	Restart (MU)	n groups	t	p
Classic Replay	Individual decisions	5.7	8.7	5	2.29	0.084
	Group average	4.1	7.0	5	2.55	0.063
	Payoffs only	5.2	9.2	10	5.35	<0.001
	Overall	5.1	8.5	20	6.28	<0.001
Blind Replay	Individual decisions	5.2	4.7	5	0.31	0.769
	Group average	2.4	2.4	5	0.00	1.000
	Payoffs only	3.5	4.5	10	1.23	0.249
	Overall	3.6	4.0	20	0.68	0.504
Computer Replay	Individual decisions	3.6	9.1	5	3.59	0.023
	Group average	4.4	4.1	5	0.14	0.892
	Payoffs only	3.2	6.3	10	3.00	0.015
	Overall	3.6	6.4	20	3.14	0.005
Computer Rewind	Individual decisions	6.0	4.1	5	1.81	0.145
	Group average	4.5	3.8	5	0.63	0.561
	Payoffs only	3.2	3.6	10	0.37	0.723
	Overall	4.2	3.8	20	0.71	0.483



Supplementary Figure 1. This is the same as Figure in the manuscript but shows the behaviour in the first game of those later on randomly assigned to each treatment.