Online Appendix for: Responsibility Attribution for Collective Decision Makers

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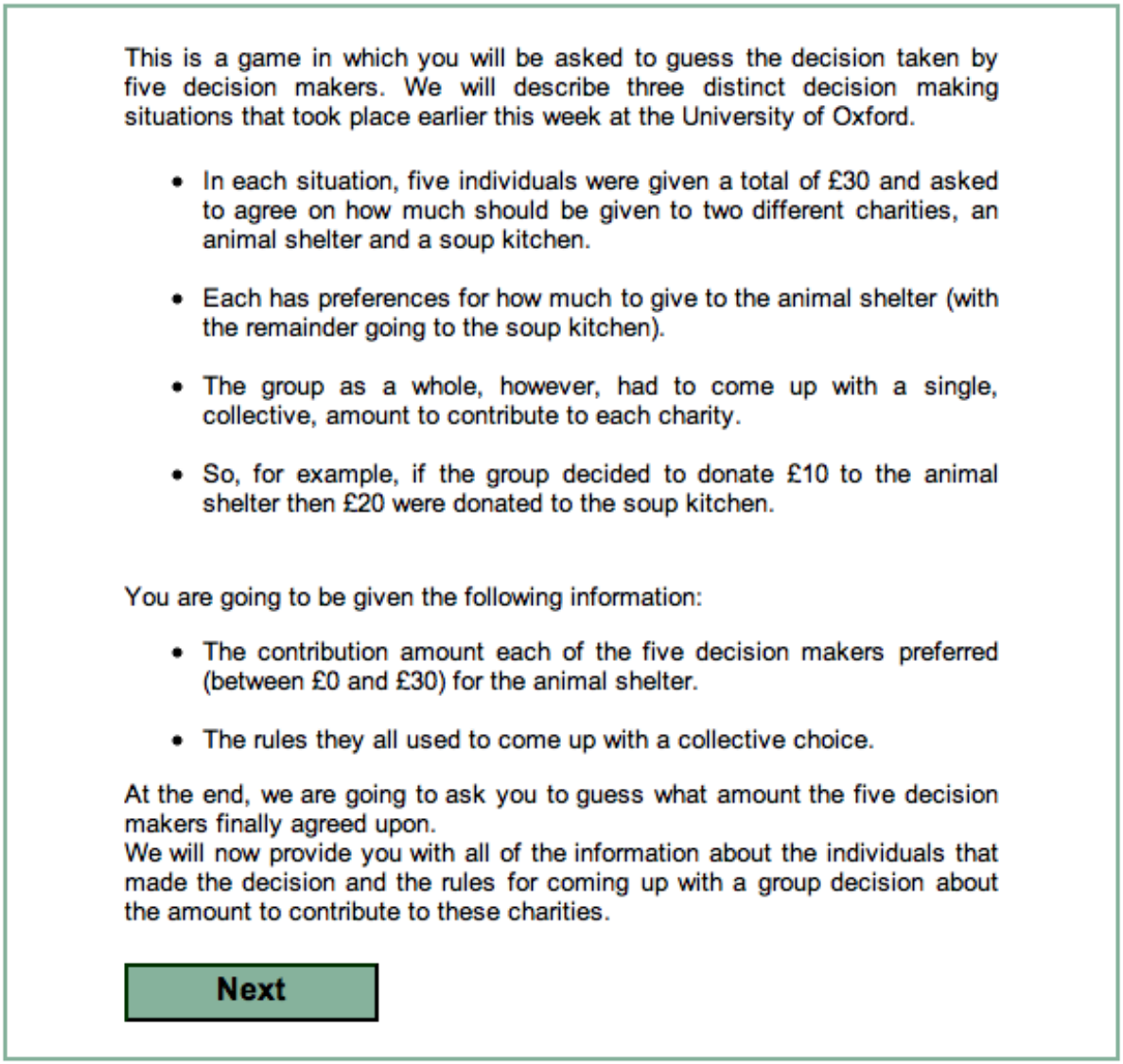
1 Responsibility Attribution Internet Experiment

1.1 Screen Shots

Figure 1: Internet Experiment Screen 1



This is a game in which you will be asked to guess the decision taken by five decision makers. We will describe three distinct decision making situations that took place earlier this week at the University of Oxford.

- In each situation, five individuals were given a total of £30 and asked to agree on how much should be given to two different charities, an animal shelter and a soup kitchen.
- Each has preferences for how much to give to the animal shelter (with the remainder going to the soup kitchen).
- The group as a whole, however, had to come up with a single, collective, amount to contribute to each charity.
- So, for example, if the group decided to donate £10 to the animal shelter then £20 were donated to the soup kitchen.

You are going to be given the following information:

- The contribution amount each of the five decision makers preferred (between £0 and £30) for the animal shelter.
- The rules they all used to come up with a collective choice.

At the end, we are going to ask you to guess what amount the five decision makers finally agreed upon.
We will now provide you with all of the information about the individuals that made the decision and the rules for coming up with a group decision about the amount to contribute to these charities.

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Figure 2: Internet Experiment Screen 2

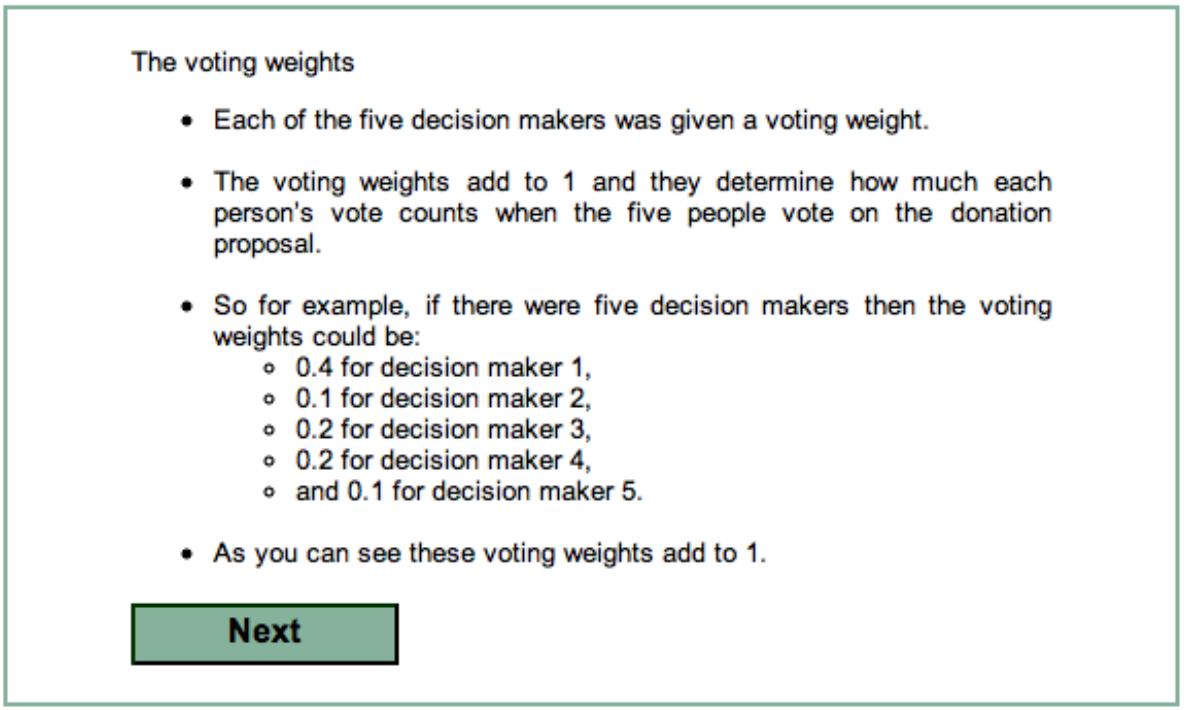


Figure 3: Internet Experiment Screen 3

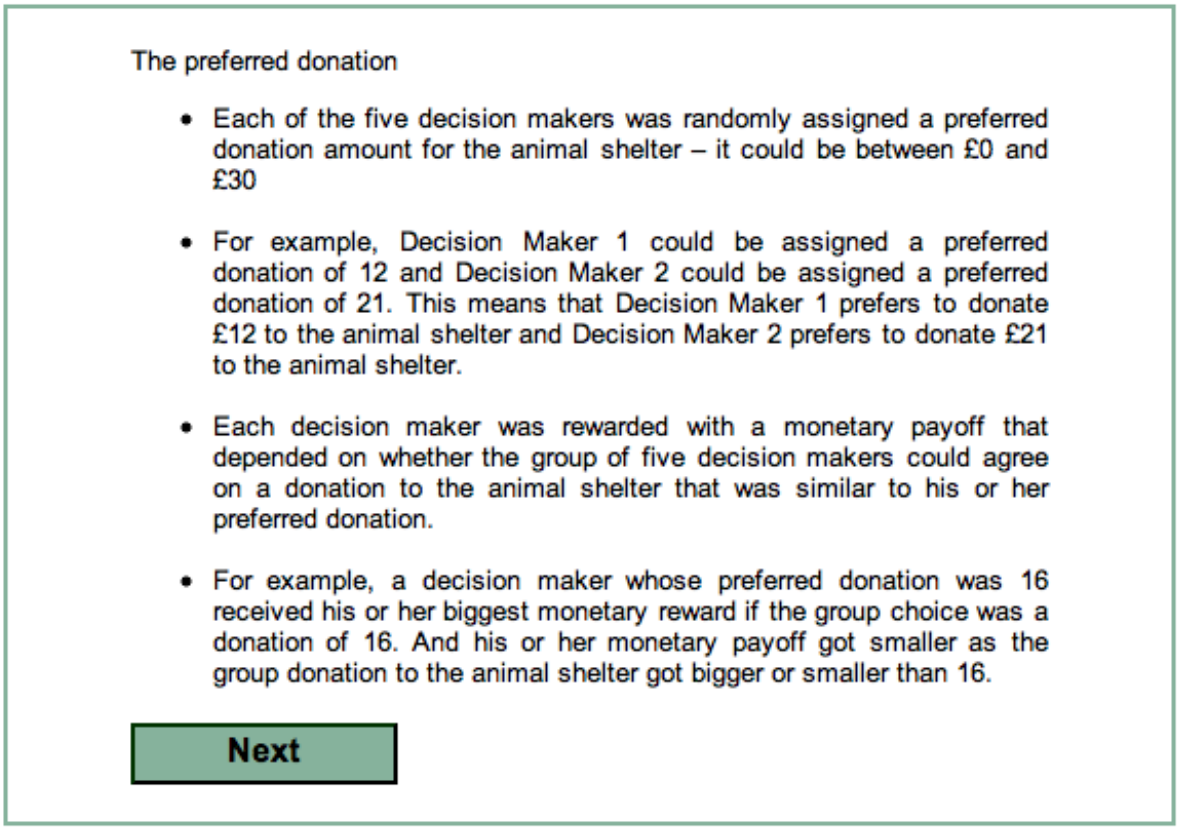


Figure 4: Internet Experiment Screen 4

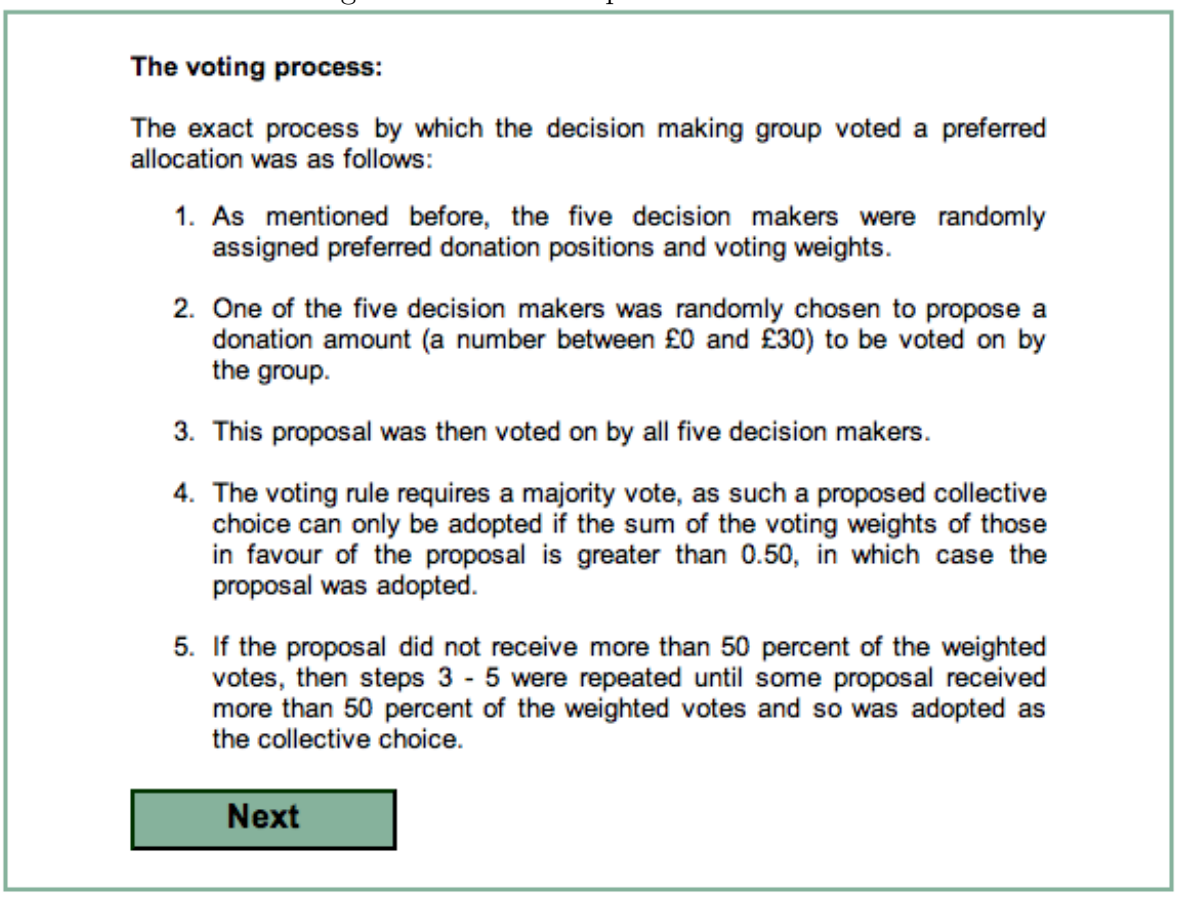


Figure 5: Internet Experiment Screen 5

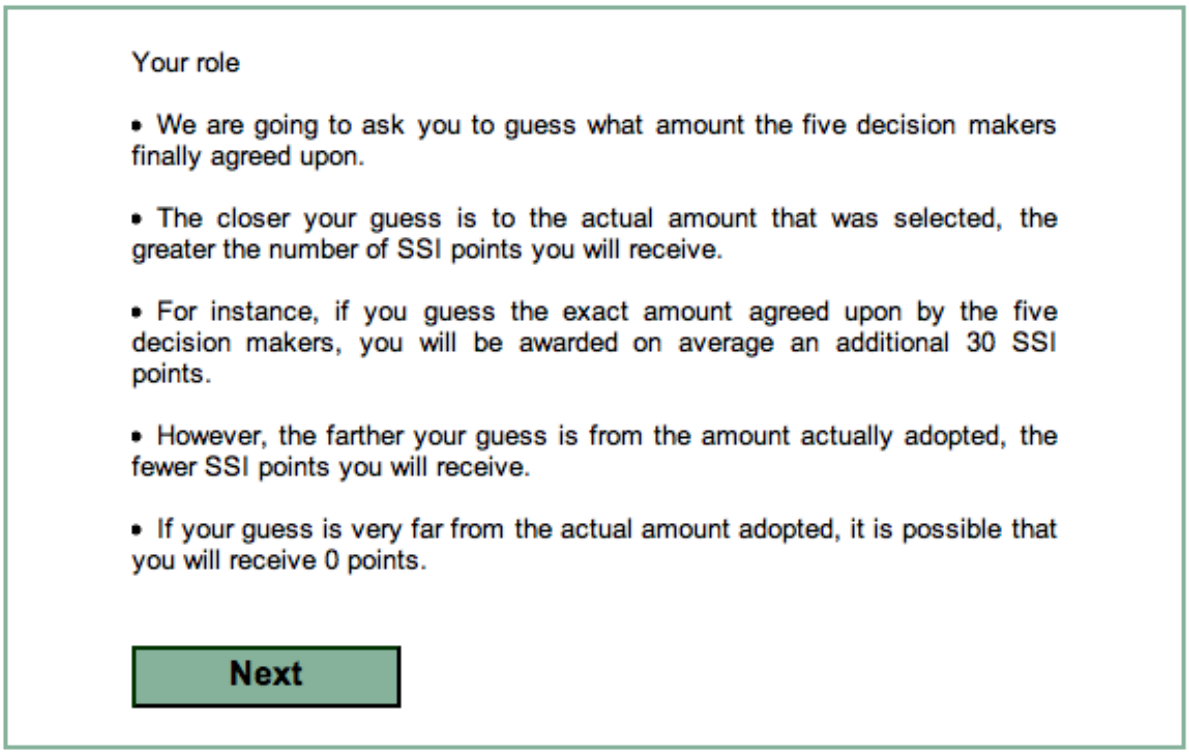


Figure 6: Internet Experiment Screen 6

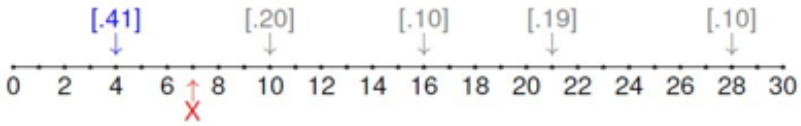
Figure 7: Internet Experiment Screen 7

In this example, the voting weights and the prefered donation positions of the five decision makers were the following (the decision maker who proposed the policy that was adopted is indicated in blue):

Decision Maker	Voting Weight	Donation Position
1	0.41	£4
2	0.20	£10
3	0.10	£16
4	0.19	£21
5	0.10	£28
TOTAL	1.00	

In this example Decision maker # 1 was the proposer.

Below is a picture that shows the possible donation amounts (£0- £30), the location of the preferred donation amount of each decision maker (indicated by an arrow) and their voting weights (indicated in brackets). Again, the proposer's voting weight is indicated in blue



The outcome (which could be between £0 and £30) that got a majority vote in this made up example was £13.

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Figure 8: Internet Experiment Screen 8

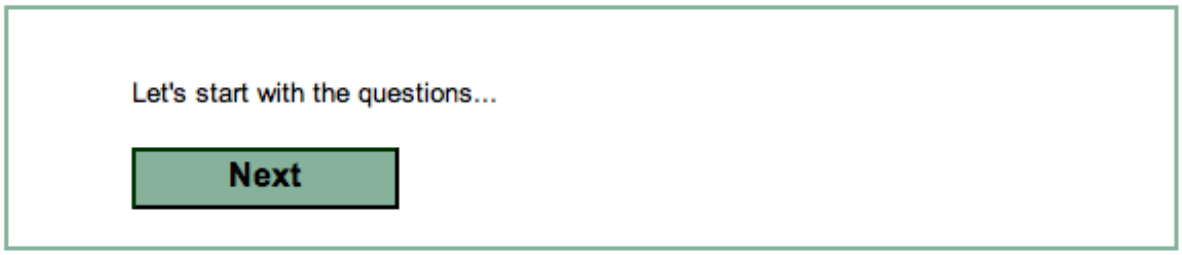


Figure 9: Internet Experiment Screen 9

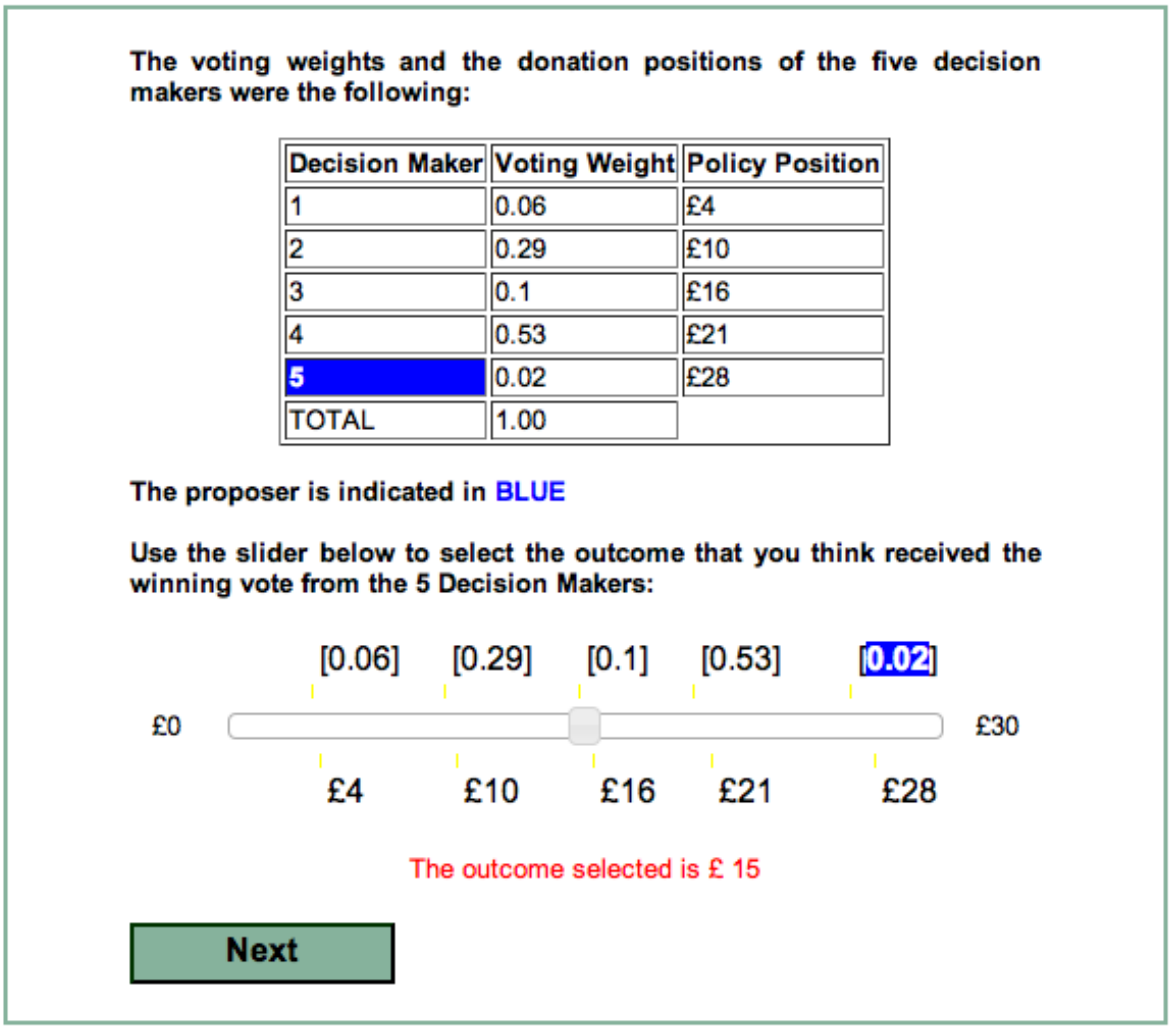


Figure 10: Internet Experiment Screen 10

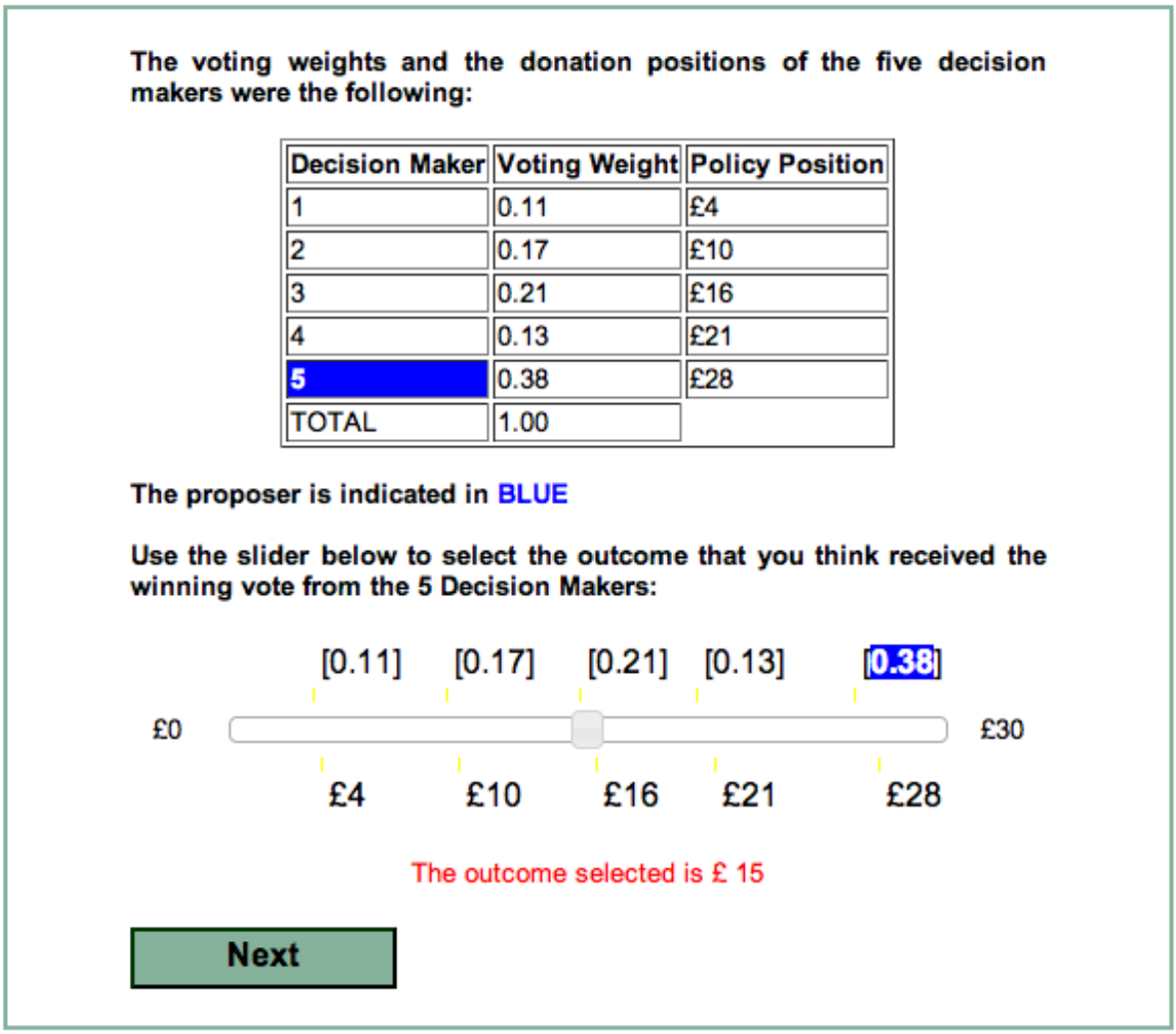
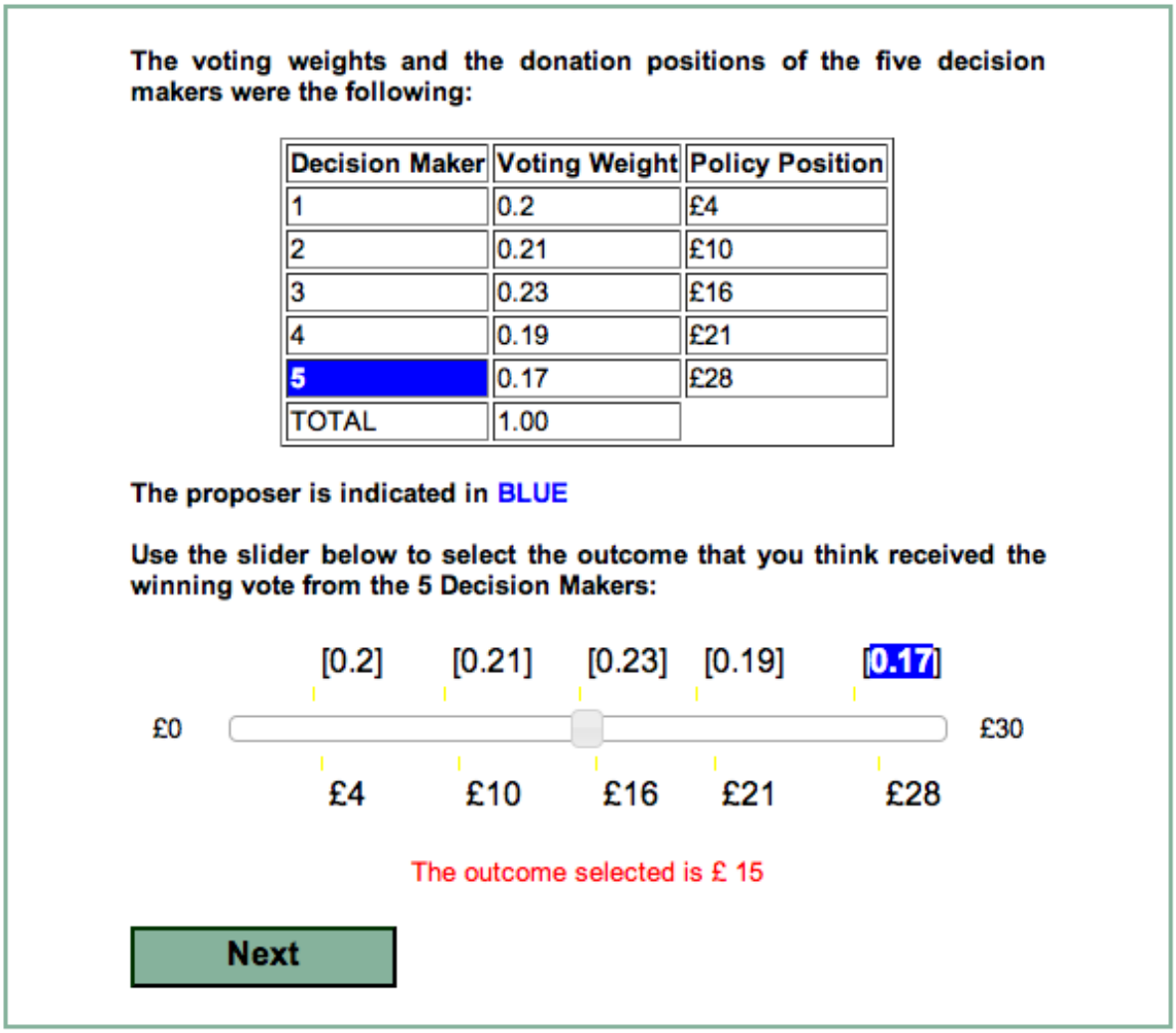


Figure 11: Internet Experiment Screen 11



1.2 Excel file defining random assignment to the five voting weights

An accompanying Excel file (appendix random assignment treatments.xls) contains the auxiliary values with which all of the randomisations were defined. Respondents are asked three questions concerning each of three voting weight distributions. There is a worksheet associated with each of these questions that describes how respondents were randomly assigned to voting weight treatments. *Treatment variation DSq1* corresponds to the majority distribution [.02, .06, .10, .29, .53]. *Treatment variation DSq2* corresponds to the unequal distribution [.11, .13, .17, .21, .38]. *Treatment variation DSq3* corresponds to the relatively equal distribution [.17, .19, .20 .21, .23]. There are 120 rows in each worksheet that correspond to the permutations of weights associated with each of the five Decision Making policy positions – in other words the weights can be ordered over the five decision making positions a total of 120 different ways. There are five columns in each spreadsheet corresponding to each DM position. Respondents were randomly assigned to a DM proposer treatment that correspond to these five columns. Each of the 600 cells in this spreadsheet corresponds to a randomly assigned treatment for the first distribution question – 120 permutations of the voting weights X 5 possible proposers. A similar random assignment for the other two questions is described in *Treatment variation DSq2* and *Treatment variation DSq3*.

The Excel file also contains three worksheets (*right location DSq1, right location DSq2, and right location DSq3*) that describe the "right" policy location for each voting weight and proposer randomization. These policy locations represent the policy outcome that was used to calculate the respondent's payoffs. The cells in these three worksheets correspond to the random assignment cells in worksheets *Treatment variation DSq1, Treatment variation DSq2, and Treatment variation DSq3*. And the distance between the respondent's guess regarding the policy outcome and this "right" policy outcome determined

their payoffs. For example, the "right" policy position for a respondent randomly assigned to a row value of treatDSvar1=9 in *Treatment variation DSq3* with DM 1 would be 10.13. The distance between the respondent's guess and 10.13 would determine his or her payoff.