

Background

The trust game (Berg et al., 1995; van den Bos et al., 2010) tests participants' willingness to trust others and reciprocate other's trusts in a social context, both of which serve as proxies for prosocial behavior.

More Information

The trust game (Berg et al., 1995) tests participants' willingness to trust others and reciprocate other's trusts in a social context, both of which serve as proxies for perspective taking. Participants have the option to divide money between two players in a pre-selected way, or donate money to a shared pot and leave it up to the second player how to divide the money, in which case the total stakes are being tripled. The catch is that the second player does not need to divide the stakes fairly; he/she can also choose to keep the whole lot for themselves. In our version (modified from van den Bos et al., 2010) we test both participants' willingness to trust (as Player 1) as well as to reciprocate other person's trust (as Player 2), while manipulating context variables as initial stakes and fairness of division. In each round they play with a new player.

References:

Berg, Joyce, John Dickhaut, and Kevin McCabe. "Trust, reciprocity, and social history." *Games and economic behavior* 10.1 (1995): 122-142.

van den Bos, W., Westenberg, M., van Dijk, E., & Crone, E. A. (2010). Development of trust and reciprocity in adolescence. *Cognitive Development*, 25(1), 90-102.

van den Bos, W., van Dijk, E., Westenberg, M., Rombouts, S. A., & Crone, E. A. (2011). Changing brains, changing perspectives: the neurocognitive development of reciprocity. *Psychological Science*, 22(1), 60-70.