Experimental Evidence: Leniency, Forgiveness, and Cognitive Ability in Infinitely Repeated Public Goods Game

Abstract:

   This paper experimentally investigates the relationship between cognitive ability, measured by the Raven progressive matrices test, and cooperation rate in an infinitely repeated public goods game. Compared with the low-cognitive-ability group, the subjects with high cognitive ability tend to be more cooperative in the long repeated treatment and less so in the short repeated treatment. Likewise, in the direct-response-method stage for the strategy analysis, compared with the low-cognitive-ability group, the subjects with high cognitive ability tend to be more lenient and forgiving in the long repeated treatment and less so in the short repeated treatment. However, in the strategy-method stage, there is no significant difference in the frequencies of the lenient strategies and forgiving strategies between the high- and low-cognitive-ability groups in all treatments.