

There are two questions I'm hoping to answer here: 1) do giving games produce sustained changes in giving behavior and/or attitudes about giving 2) if GG do change behavior, is that due to exposing people to Effective Altruist ideas or giving them real money to donate? ([Previous lab study](#) suggests real money matters in short term).

Preliminary design:

- All subject take a pre-survey about giving attitudes, places they've recently given to or would give to, etc.
- Subjects randomly assigned to one of three treatments:
 - Control: 40 minute effort task (possibly pro-social, e.g. Reading about the benefits of volunteering (in groups of ~3?))
 - Discussion Treatment: watch Peter Singer's TED Talk about Effective Altruism + 20 minutes discussion (in groups of ~3)
 - Giving Game Treatment: watch Peter Singer's TED Talk about Effective Altruism + 20 minutes discussion (in groups of ~3) about whether to donate \$50 to AMF or local food bank
- All subjects given opportunity to donate some or all of their payment for participating in experiment to AMF or local food bank.
- Follow-up online surveys at 1 week, 2weeks, 1 month
 - Heavily incentivized to limit attrition.
 - Subjects given opportunity to donate some or all of their payments to AMF or local food bank.
- Outcomes to track:
 - Changes in attitudes vs. baseline survey at each followup interval
 - % of people donating original and followup payments
 - Avg. donation size
 - % of people giving to AMF
 - Response rates for followup surveys