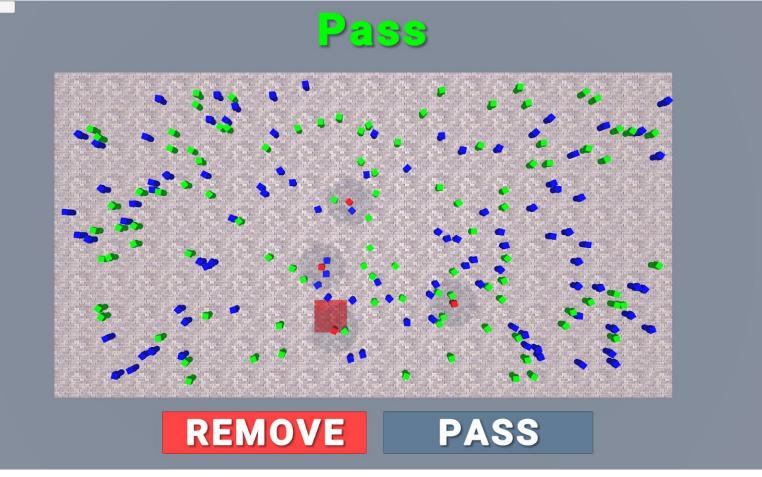


Perception of Decision and Advice Bias in Ethical Problems An Interactive Ethical Choice Experiment in a Advice Provisional Environment

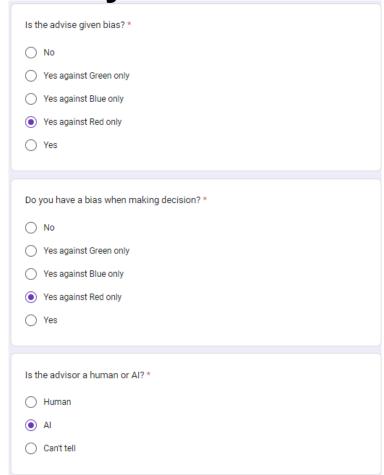
Student: Aaron Tay

Supervisor: Assoc Prof Zinovi Rabinovich

Experiment Environment:

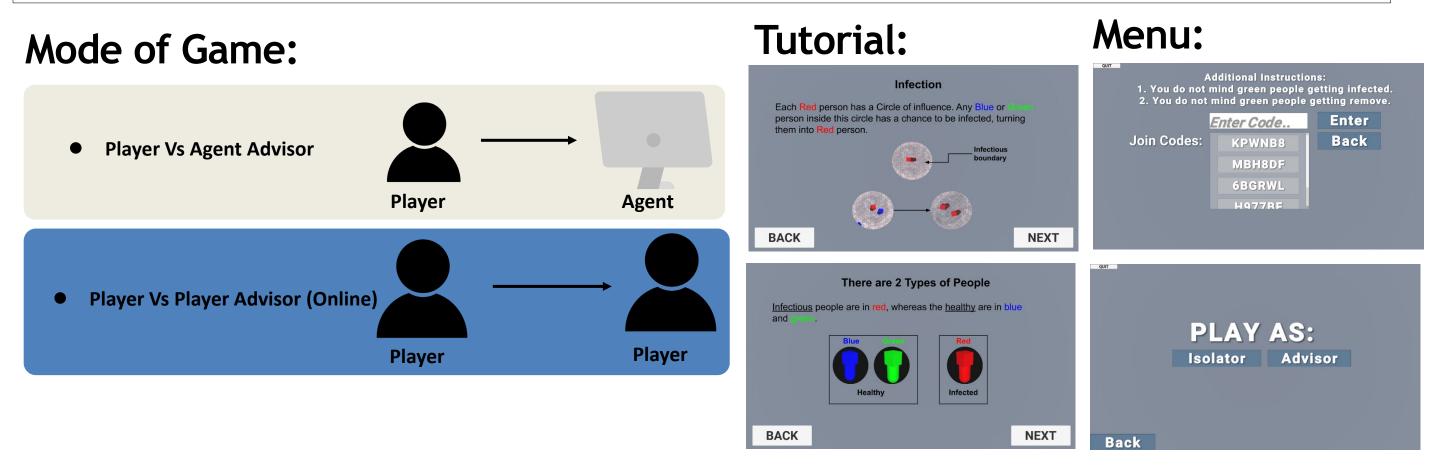


Survey:



Project Objectives:

This project aim to create a repeated choice dilemma experiment where participants are engaged with a bilateral game against a Human or an AI Advisor in an infection scenario environment. The participant's goal is to minimize the number of infection by removing the infected blobs depicted in a red box while the advisor's goal may be to bias against the innocent blobs as well. This project test the participants capability on identifying the advisor's bias and whether it is a human or AI who is providing the advice.



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