

EFFECTS OF IMMEDIATE REWARD ON DECISION TO SWITCH OR STAY IN MONTY HALL PROBLEM

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We examined the effects of immediate reward for good performance on students' decision to switch or stay in the Monty Hall problem. PSU undergraduates played 60 trials of a virtual simulation of the "Doors and Goats" game, which included three doors, behind two of which were goats and the other a car. Once a door was chosen one of the two remaining doors opened, revealing a goat. Students then had to decide whether to stay with the originally chosen door or switch to the remaining one. Conditions were choice versus no choice (determined by a dice roll) of the original door and immediate reward versus no promised reward for a final win percentage of 55% or higher. We hypothesized that the students who were promised an immediate reward would outperform those who were not promised any reward. We also predicted that students in the choice condition would switch less than those whose originally chosen door was determined by a die.