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| Sommario/riassunto | The articles in this volume collectively represent the latest advances in how people think of social dilemma problems, how we may be able to enhance cooperation and reduce free-riding in such problems and how we can extend the lessons learned to a host of other similar issues facing us. We have learned, for instance, that a "take" frame does not necessarily lead to lower cooperation compared to a "give" frame but combining a "take" frame with fine-grained individual level feedback leads to more extreme behavior in terms of both greater cooperation and greater free-riding. We have also learned that a strategy based on payoff sampling may provide a more parsimonious and less parameter dependent way of modelling behavior in common pool resource extraction games. We find that people behave differently in social dilemmas when making decisions of their own as opposed to deciding on behalf of someone else. |