Detailed description of the design including the CONTROL treatment and the POLICY treatment. Please particularly outline the intervention in the POLICY treatment in detail.

Format: Individual

Flow of this part of the experiment:

In both treatments, participants will receive information on the "price of carbon." We will provide a monetary estimate of the economic damage associated with emitting one additional ton of carbon dioxide (CO2) into the atmosphere and state the amount of CO2 emitted by an average human during the duration of the experiment (≈4.78kg of CO2, i.e., around USD 0.60 at current prices, i.e., 14.67% of the USD 3.90 maximal bonus). We will also provide information on introducing a government-imposed price for carbon emissions. Participants also receive information on the Citizens' Climate Lobby. The CCL supports an economy-wide carbon price, where the money is given to people, typically called a carbon fee and dividend (c.f. Citizens' Climate Lobby).

Next, the participants will be informed that they will work on a real-effort task for 90 seconds. We chose the slider task as it is easy to implement and well-studied. To allow the participants to use mobile devices, we will show one slider per screen and ask them to solve as many sliders as they like in the 90 seconds provided, by placing the cursor in the middle position. If they solve at least ten sliders, they earn USD 3.90 as a bonus. The participants can then choose between two payoff schemes. Scheme A means they receive the full amount of their bonus (USD 3.90) in their Prolific account. Scheme B means that USD 0.60 (14.67% of their bonus earnings) will be donated to the Citizens' Climate Lobby (CCL).

Finally, participants work on the slider task for 90 seconds. They receive feedback on the realization of their payoff resulting from whether they solved at least ten sliders and the scheme they chose. This concludes our intervention and the experiment continues with the PIs' policy survey.

Treatment differences:

In both treatments, participants can choose between the two schemes, i.e., to either receive the full USD 3.90 as a payment in Prolific (Scheme A) or to receive USD 3.30 as a payment in Prolific and donate USD 0.60 to the CCL. The choice of a payoff scheme is made through radio buttons with labels.

CONTROL: In the control treatment, both radio buttons corresponding to the two payoff schemes are unchecked.

BEHAVIORAL INTERVENTION (POLICY): In the behavioral intervention treatment, the default is set to Scheme B, i.e., the radio button for Scheme B is pre-selected when participants arrive on the page.

Detailed description of the outcome variable "real-world support for a price of carbon" and especially its real-world impact.

Our outcome variable is the choice between Scheme A (the participants receive the full bonus of USD 3.90) and Scheme B (the participants receive USD 3.30 and donate USD 0.60 to the CCL). This variable is measured on an individual level and is not influenced by any interaction with other participants in the experiment (there are no groups in this intervention).

Please indicate in 3-5 sentences whether and why the conditions for the shortcut IRB apply to your experiment.

We neither use deception nor measure the subjects' physical state. There are no physical or psychological risks that go beyond everyday life. Each subject makes individual decisions and will stay anonymous. We ensure that the instructions contain clear information on duration, repetitions (none), interactions (none), randomization procedures, and what is common knowledge (individual set-up that has no interaction). On top of the base pay of USD 2.00, subjects can earn up to USD 3.90. Thus, the payment adheres to the Prolific conditions.

Please specify your incentive structure.

The participants can choose between two payoff schemes. In Scheme A, they receive the full amount of USD 3.90 in their Prolific account if they solve at least ten sliders. In Scheme B, they receive USD 3.30 in their Prolific account, whereas USD 0.60 (14.67% of their bonus earnings) will be donated to the Citizens' Climate Lobby (CCL). Again, this is contingent on participants solving at least ten sliders. We calibrate the slider task such that solving ten sliders in 90 seconds should be expected for most participants.

Is the treatment effect identifiable using OLS, a probit/logit, or an ordered-logit model?

Yes.

What is the estimated length of the experiment? (excl. policy survey)

8.0 minutes.

Is your proposal using incentives?

Yes.

What is the average payment per participant (including flat fee + potential bonus payment)?

USD 2.00 (flat fee) + USD 3.90 (bonus) = USD 5.90 (total costs)

Which experimental software do you plan to use?

oTree.

What is your expected effect size? (Cohen's d for continuous outcome variables and Cohen's h for shares/proportions)

0.2759