

## Materials

This document contains the materials for Farmer, Baron-Cohen, & Skylark (2017). People with autism spectrum conditions make more consistent decisions. *Psychological Science*.

Full details of the method can be found in the paper.

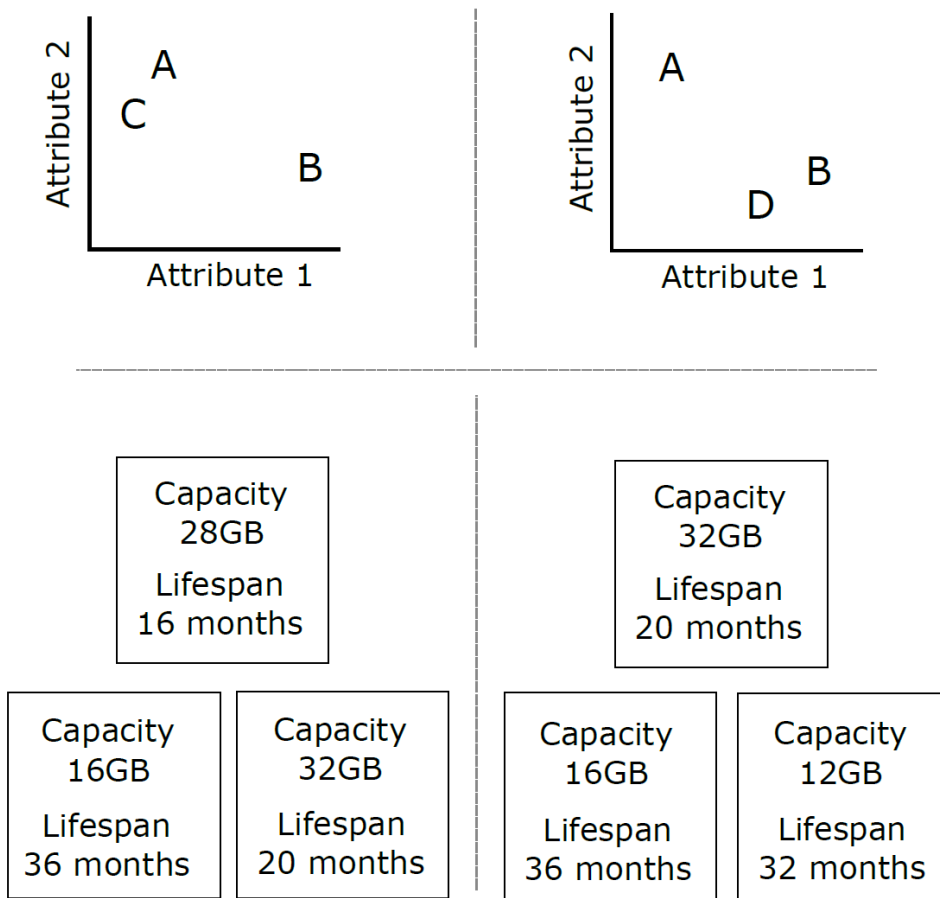
Tables 1 and 2 list the items and attribute values for each product type. Figure 1 illustrates the relations between the options/attributes and gives an example of how the options were presented to participants.

**Table 1.** Product categories and attribute values used in the ASC study and in Version 1 of the AQ study.  $D_A$  is the decoy that renders option A the target;  $D_B$  is the decoy that targets option B.

Product	Attributes	A	B	$D_A$	$D_B$
Cell phone	Number of apps	16	32	12	28
	Repair rate (%)	3	5	3.5	5.5
USB drive	Capacity (GB)	16	32	12	28
	Lifespan (months)	36	20	32	16
Paper towels	Strength (0-10)	4	8	3	7
	Absorbency (millilitres)	52	28	46	22
Orange juice	Vitamin C (mg)	34	82	22	70
	Calories (Kcal)	33	69	42	78
Apartment	Size (Square feet)	759	1203	648	1092
	Crime rate (per month)	10	15	11	16
Printer	Cost (cents per page)	7.05	3.61	7.91	4.47
	Speed (pages per minute)	16.7	5.9	13.3	1.5
Headphones	Sound quality (0-100)	68	92	62	86
	Lifespan (months)	24	12	20	10
Highlighter pen	Brightness (0-1)	0.4	0.8	0.3	0.7
	Volume (millilitres)	180	100	160	80
Walking shoes	Durability (months)	8	32	2	26
	Comfort (0-100)	88	64	82	58
Part-time job	Wages (\$ per hour)	6.60	8.20	6.20	7.80
	Commuting time (minutes)	20	60	30	70

**Table 2.** Product categories and attribute values used in Version 2 of the AQ study. D<sub>A</sub> is the decoy that renders option A the target; D<sub>B</sub> is the decoy that targets option B.

<b>Product</b>	<b>Attributes</b>	<b>A</b>	<b>B</b>	<b>D<sub>A</sub></b>	<b>D<sub>B</sub></b>
Car	Safety (0-5)	4	5	3.8	4.8
	Efficiency (mpg)	49.65	31.05	44.25	25.65
Six-pack beer	Price (\$)	6.79	3.19	7.22	3.62
	Quality (0-5)	4.10	2.50	3.80	2.20
Cell phone battery	Price (\$)	27.50	19.00	30.00	21.50
	Talk time (hours)	14	11	13	10
Restaurant	Atmosphere (0-100)	76	96	72	92
	Food (0-100)	95	74	90	69
Digital camera	Screen Size (inches)	1.2	3	1	2.8
	Zoom (magnification)	10.1x	4.1x	9x	3.0x
Light bulb	Lifetime (hours)	1000	2000	980	1980
	Price (\$)	1.20	2.40	1.50	2.70
Mouthwash	Fresh Breath (hours)	6	12	5	11
	Volume (fluid ounces)	25	16	23	14
Television	Screen size (inches)	40	65	38	63
	Picture quality (0-100)	6.23	4.63	5.5	3.9
Internet provider	Average Speed (Kb per second)	386	646	290	550
	Download limit (GB)	292	150	270	128
Language course	Number of Lessons	10	18	8	16
	Price (\$)	30	50	35	55



**Figure 1.** The top panels illustrate the configuration of choice sets that elicit the attraction effect. A and B are options that “trade-off” two positive attributes; C and D are decoys. Given the choice between A, B, and C, people typically choose A, but when the offered A, B, and D they prefer B. The bottom panels illustrate typical trials from the experiment, in this case a choice among USB drives. In the bottom left panel, the option at the right is the target, that on the left is the competitor, and the top option is the decoy. In the bottom right panel, the option at the left is the target, the option at the right is the decoy, and the top option is the competitor. Participants made a choice by click on the alternative they preferred then pressing a button marked ‘next’ which immediately displayed the next trial. Response times were recorded as the interval between successive presses of the ‘next’ button.