VERSION 2

MAY 08, 2020

OPEN ACCESS

DOI:
dx.doi.org/10.17504/protocols.io.bf54jq8w

Protocol Citation: J Jobu Babin 2020. Linguistic signaling, emojis, and skin tone in trust games.
protocols.io
<https://dx.doi.org/10.17504/protocols.io.bf54jq8w>

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Protocol status: Working
 We use this protocol in our group and it is working.

Created: May 07, 2020

Last Modified: May 08, 2020

PROTOCOL integer ID:
 36764

🌐 Linguistic signaling, emojis, and skin tone in trust games V.2

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ABSTRACT

This paper reports the results of an experiment involving text-messaging and emojis in laboratory trust games executed on mobile devices. Decomposing chat logs, I find that trust increases dramatically with the introduction of emojis to one-shot games, while reciprocation increases only modestly. Skin tones embedded in emojis impact sharing and resulting gains – to the benefit of some and detriment to others. Both light and dark skin players trust less on receipt of a dark skin tone emoji – suggestive of statistical discrimination. In this way, computer-mediated communication leads to reduced gains for dark-skinned persons. These results highlight the complex social judgment that motivates trust in an anonymous counterpart.

ATTACHMENTS

[BabinProtocolv2EmojisSkinTone.pdf](#)

Keywords: Trust game,
Emojis, Computer-Mediated
Communication, Trust,
Stereotypes, Skin tone,
Discrimination, experimental
economics, Mobile devices