

Supplementary Electronic Materials
“Social Attention Promotes Partner Intimacy”
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This document includes:

- Self-Introduction Essay
- Dictator Game
- Correlations between the variables of interest
- R codes for the reported analyses

Self-Instruction Essay

Receivers were asked to include the following 15 pieces of information in their self-introduction essay: The prefecture where they were born, the number of siblings, high-school favorite subject(s), hobbies, a zodiac sign, blood type, food(s) they like, food(s) they dislike, countries they want to visit, celebrities they like, favorite color(s), favorite number(s), animals they like, a season they like, and favorite sports. They were explicitly asked to embed these 15 pieces of information in the text, and not to itemize them.

Dictator game

This study included the dictator game between Sender and Receiver. After reporting his or her intimacy with Sender, each Receiver played the dictator game with his or her Sender in the role of the dictator. In the dictator game, Receivers allocated a fixed amount of money (700 Japanese yen) between themselves and their Sender. Because each Sender was paired with multiple Receivers, the following rules were introduced. Receivers were told that they would receive the money they allocated to themselves. Sender would receive the money that one of his or her Receivers allocated to him or her. Which Receiver's allocation decision would translate to Sender's reward would be determined randomly.

The mean amount allocated to Sender was 222.92±196.72 JPY and 263.33±120.17 JPY in the high and low attention conditions, respectively, $t(38.07) < 1$. Unlike the others results of the dictator game experiments in the first author's laboratory, a substantial portion of participants decided to give nothing to Sender (9 out of 48 participants). Retrospectively, the aforementioned instructions (i.e., one randomly chosen Receiver's decision would be responsible for Sender's reward) might have caused diffusion of responsibility, and inflated the variance in the dictator game data.

Correlations between the variables of interest

We report a mediation analysis in the main text. The relevant correlation coefficients are found in Table S1. The attention condition was a binary variable, and the correlations associated with it are point-biserial correlation coefficients. Others are Pearson product-moment correlation coefficients.

Table S1

Correlation Coefficients between Variables of Interest (Attention Condition [0 = low attention and 1 = high attention], Sender Accuracy, Receiver Intimacy, Receiver Interest in Friendship, Receiver Favorable Impression)

	2.	3.	4.	5.
	Accuracy	Intimacy	Friendship	Impression
1. Attention Condition	.90***	.59***	.29*	.50***
2. Sender Accuracy		.60***	.28 ⁺	.57***
3. Receiver Intimacy			.54***	.67***
4. Interest in Friendship with Sender				.44**
5. Favorable Impression of Sender				

⁺ < .10, * < .05, ** < .01, *** < .001

R codes used for the reported analyses

compute aggregated scores (after confirming reliability)

```
library (psy)
intimacy.matrix <- cbind( intimacy1, 8-intimacy2r,
                          intimacy3, intimacy4 )
cronbach( intimacy.matrix )
cor.test ( friend1, friend2 )
cor.test ( fav1, fav2 )
```

```
intimacy <- ( intimacy1 + 8-intimacy2r +
             intimacy3 + intimacy4 )/4
friend <- ( friend1 + friend2 )/2
fav <- ( fav1 + fav2 )/2
```

hypothesis testing

```
summary( manova( cbind( intimacy, friend, fav ) ~ condition *
sex ))
```

```
var.test ( intimacy ~ condition )
t.test ( intimacy ~ condition, var.equal=TRUE )
aov.result <- aov( intimacy ~ condition * sex )
summary ( aov.result )
```

```
var.test ( friend ~ condition )
t.test ( friend ~ condition, var.equal=TRUE )
aov.result <- aov( friend ~ condition * sex )
summary ( aov.result )
```

```
var.test ( fav ~ condition )
t.test ( fav ~ condition, var.equal=TRUE )
aov.result <- aov( fav ~ condition * sex )
summary ( aov.result )
```

```

# test of the mediation:
# "attention > intimacy > impression"
# convert the character variable (condition) to the numerical
variable (cond)
cond <- rep(1, 48)
for (i in 1:48){
  if(condition[i]=="high"){
    cond[i]<-1
  }
  else{
    cond[i]<-0
  }
}

# standardize the variables of interest
cond.s <- scale( cond )
intimacy.s <- scale( intimacy )
fav.s <- scale( fav )

# bootstrap mediation analysis
library ( gsl )
library ( MBESS )

mediation( cond.s, intimacy.s, fav.s,
           bootstrap=TRUE, B=1000, conf.level=0.95)

```