

ABSTRACT:

Multigame contact and cooperation

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We study the effect of multigame contact on cooperation. In our experimental setup subjects either play a pair of indefinitely repeated prisoner's dilemma games with the same partner, or they play each game with a different partner. In contrast to our theoretical prediction, we find no evidence that multigame contact increases overall cooperation. Yet, we observe that multigame contact systematically affects behavior: subjects link strategies across games when playing with the same partner. Linkage turns out to be a double-edged sword: it increases simultaneous cooperation and defection in both games, thus making cooperation in a single game less likely.