

Appendix 2. NOTES ON THE NETLOGO FRAMEWORK

Netlogo is a coding language that specialises in agent-based-modelling but can also be successfully used to implement field experiments, as we demonstrated. Its interface was very user-friendly, and it readily allowed the incorporation of the spatial and temporal dynamics. The NetLogo framework also allowed us to create a mobile lab in the field – giving us the benefits of a computational framework (capturing nonlinear outcomes in the landscape) without introducing the selection bias inherent in bringing people to a computer lab (those that can give up more time and drive out to join you). As well, the structure of NetLogo and HubNet mean that it was easy to get tablets to send signals to each other reliably in field conditions, change languages easily, and sub in visual cues in place of text. Plea see Bell (2013) and Bell and Zhang (2016) for more information.

Bell, A., & Zhang, W. (2016). Payments discourage coordination in ecosystem services provision: evidence from behavioral experiments in Southeast Asia. *Environmental Research Letters*, 11(11), 114024. Retrieved from <http://stacks.iop.org/1748-9326/11/i=11/a=114024>

Bell, A., Zhang, W., Bianchi, F., & vander Werf, W. (2013). NonCropShare - a coordination game for provision of insect-based ecosystem services. (<http://ifpri.org/publication/noncropshare-coordination-game>) (Accessed: 19 June 2016).