

## **Abstract**

This bachelor thesis examines the role of emotions in the decision-making process by making individuals treated unfairly. We conducted a simple Ultimatum Game and measured emotional responses of Responders when the offer is displayed. We found significant positive relationship between the offer and intensity of neutrality and surprise experienced by Responders and significant negative effect of offer on intensity of experienced anger and disgust was detected. Further examination also indicated significant negative relationship between the action taken by Responders (rejecting or accepting the offer) and intensity of experienced anger leading us to the conclusion about the correlation between this emotion and rejection. The analysis is also complemented by validation that behavior of our sample in the Ultimatum Game follows the robust behavioral pattern (frequent rejection of positive but low offers) in this experimental game.

## **Keywords**

fairness, emotions, Ultimatum Game, FaceReader, experiment