

Supplementary Material: For Those About to Rely—A Taxonomy of Experimental Studies on AI Reliance

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A Taxonomy Development Process

A.1 Data Collection

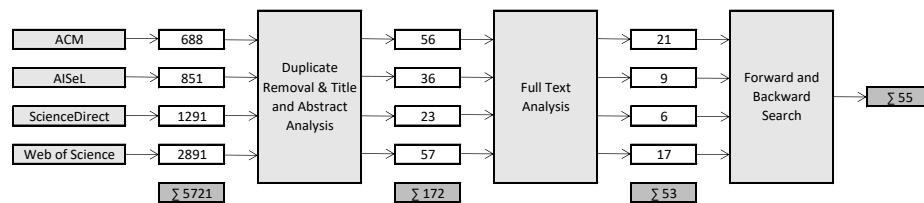


Figure A1. Literature search process overview

Survey scope and paper inclusion criteria: The focus of this survey is on empirical human-subject studies of humanAI decision making, where the goal is to evaluate, understand and/ or improve human performance and experience for a decision making task, rather than to improve the model. As such, we specify the following inclusion and exclusion criteria:

- The paper must include evaluative human-subject studies. We thus exclude purely formative studies that focus on exploring user needs to inform design of AI systems, often qualitatively.
- The paper must target a decision making task, thus we exclude tasks of other purposes (e.g., debugging and other forms of improving the model, co-creation, gaming).
- The task must involve and focus on studying human decision makers, thus we exclude papers on AI automation or other AI stakeholders (model developers, ML practitioners). However, we do not limit our studies to those that implement complete decision making processes, but also include studies that claim to evaluate some aspects of decision makers' perceptions, such as their understanding, satisfaction, and perceived fairness of the AI.

A.2 Iterative Process of Taxonomy Development

The first iteration involved a conceptual-to-empirical approach, where literature reviews provided a starting point for the initial characteristics and dimensions. In the second iteration, we chose an empirical-to-conceptual approach to capture the nuanced differences

between each experiment. To do so, we randomly selected 15 out of the 55 resulting experiments (cf. data collection) to refine the taxonomy further. After the second iteration, we noticed that the modified taxonomy had become in-depth but descriptive. To counteract the issue, the third iteration again included a conceptual-to-empirical approach. We aggregated the present characteristics and dimensions by consulting existing frameworks and literature reviews from related fields. In the final iteration, we adopted the procedure of the second iteration but with a random selection of 20 experimental studies. This allowed us to refine and aggregate our dimensions and characteristics even further. Within this iteration, we met our defined ending conditions. Table A1 presents an overview of each iteration conducted during the development of our taxonomy.

Table A1. Overview of the four iterations

Iteration	Approach	Summary	#M	#D	#C	Article
1	Conceptual-to-Empirical	Literature reviews and articles with a holistic perspective provided foundational characteristics and dimensions, allowing us to establish a preliminary taxonomy for the research area.	4	35	122	(32; 24; 33; 23; 42; 10; 53)
2	Empirical-to-Conceptual	Classification of experiments highlighted subtle differences, facilitating the evaluation of quality and updating the characteristics and dimensions.	4	74	216	(2; 3; 6; 7; 11; 13; 16; 18; 21; 25; 43; 45; 57; 60; 66)
3	Conceptual-to-Empirical	Consultation of existing frameworks and literature reviews from related fields enhanced and consolidated the current dimensions and characteristics.	4	28	87	(26; 40; 36; 8; 5; 20; 63; 39)
4	Empirical-to-Conceptual	Classification of additional experiments elucidated the dimensions and characteristics, finalizing the taxonomy and fulfilling the established ending conditions.	4	18	56	(1; 4; 12; 14; 19; 22; 27; 35; 37; 38; 44; 48; 52; 54; 55; 56; 58; 59; 61; 68)

#M=Number of Metacharacteristics; #D=Number of Dimensions; #C=Number of Characteristics

A.3 Literature Classification

Table A2. Literature Collection for the Metacharacteristic Collaboration

Dimension	Characteristic	Article
Mode	Human-AI	(1; 3; 4; 7; 9; 10; 11; 12; 13; 14; 16; 17; 19; 21; 22; 25; 27; 28; 30; 29; 31; 34; 35; 37; 38; 41; 43; 44; 45; 46; 47; 48; 49; 50; 51; 53; 52; 54; 55; 56; 57; 58; 59; 60; 61; 62; 64; 65; 68; 67; 66)
	Human-Multi-AI	(2)
	Multi-Human-AI	(6; 15; 18)
Interface	Wizard-of-Oz	(1; 7; 9; 15; 18; 38; 43; 54; 56)
	Fully Functional AI	(2; 3; 4; 6; 10; 11; 12; 13; 14; 16; 17; 19; 21; 22; 25; 27; 28; 30; 29; 31; 34; 35; 37; 41; 44; 45; 46; 47; 48; 49; 50; 51; 53; 52; 55; 57; 58; 59; 60; 61; 62; 64; 65; 68; 67; 66)
Advice Count	Single	(1; 3; 4; 7; 9; 10; 11; 12; 13; 14; 16; 17; 19; 21; 22; 25; 27; 28; 30; 29; 31; 34; 35; 37; 38; 41; 43; 44; 46; 47; 48; 49; 50; 51; 53; 54; 56; 57; 58; 59; 60; 61; 64; 65; 68; 67; 66)
	Multiple	(2; 6; 15; 18; 45; 52; 55; 62)
Advice Timing	Before Manifestation	(1; 6; 7; 9; 15; 16; 17; 18; 19; 21; 25; 28; 30; 31; 35; 43; 44; 45; 46; 49; 52; 55; 56; 58; 61; 62)
	After Manifestation	(2; 3; 4; 7; 11; 12; 13; 14; 22; 27; 29; 34; 37; 38; 41; 47; 48; 50; 51; 53; 54; 57; 59; 60; 64; 65; 68; 67; 66)
	During Manifestation	(10)
Ecological Context	Business	(4; 6; 9; 11; 12; 14; 16; 18; 30; 34; 46; 48; 51; 60)
	Public	(1; 15; 17; 27; 28; 47; 49; 52; 55; 59; 62; 65)
	Private	(7; 21; 31; 35; 38; 41; 45; 50; 57; 64; 68)
	Healthcare	(19; 25; 37; 43; 44; 61)
	Gaming	(2; 3; 13; 66)
	Hypothetical	(10; 22; 29; 53; 54; 56; 58; 67)

Table A3. Literature Collection for the Metacharacteristic Agent

Dimension	Characteristic	Article
Human Characteristics	AI Literacy	(11; 12; 35; 43)
	Domain Knowledge	(2; 3; 13; 25; 27; 28; 31; 35; 37; 43; 49; 55; 59; 60; 61; 62; 68; 67; 66)
	None	(1; 4; 6; 7; 9; 10; 11; 14; 15; 16; 17; 18; 19; 21; 22; 30; 29; 34; 38; 41; 44; 45; 46; 47; 48; 50; 51; 53; 52; 54; 56; 57; 58; 64; 65)
Human Choice of Advice	Adjustable	(6; 7; 16; 18; 19; 28; 45; 47; 52)
	Predefined	(1; 2; 3; 4; 7; 9; 10; 11; 12; 13; 14; 15; 17; 21; 22; 25; 27; 30; 29; 31; 34; 35; 37; 38; 41; 43; 44; 46; 48; 49; 50; 51; 53; 54; 55; 56; 57; 58; 59; 60; 61; 62; 64; 65; 68; 67; 66)
AI Embodiment	Physical Robot	(19)
	Virtual Agent or Bot	(3; 15; 18; 21; 46; 53; 52; 54)
	Embedded inside Tool	(1; 2; 4; 6; 7; 9; 10; 11; 12; 13; 14; 16; 17; 21; 22; 25; 27; 28; 30; 29; 31; 34; 35; 37; 38; 41; 43; 44; 45; 47; 48; 49; 50; 51; 55; 56; 57; 58; 59; 60; 61; 62; 64; 65; 68; 67; 66)
AI Agency	Performative	(11; 47; 60; 68)
	Advisory	(1; 2; 3; 4; 6; 7; 9; 10; 11; 12; 13; 14; 15; 16; 17; 18; 19; 21; 22; 25; 27; 28; 30; 29; 31; 34; 35; 37; 38; 41; 43; 44; 45; 46; 48; 49; 50; 51; 53; 52; 54; 55; 56; 57; 58; 59; 60; 61; 62; 64; 65; 68; 67; 66)
AI Response Mode	Judgment	(4; 11; 12; 14; 15; 19; 27; 34; 60; 61; 65)
	Choice	(1; 2; 3; 6; 7; 9; 10; 13; 16; 17; 18; 21; 22; 25; 28; 30; 29; 31; 35; 37; 38; 41; 43; 44; 45; 46; 47; 48; 49; 50; 51; 53; 52; 54; 55; 56; 57; 58; 59; 62; 64; 68; 67; 66)

Table A4. Literature Collection for the Metacharacteristic Task

Dimension	Characteristic	Article
Input	Image	(2; 3; 7; 9; 13; 16; 17; 21; 30; 35; 37; 38; 41; 46; 47; 50; 55; 58; 64; 67; 66)
	Text	(1; 4; 6; 11; 12; 14; 15; 16; 18; 21; 22; 27; 28; 30; 29; 31; 34; 38; 43; 44; 46; 48; 49; 50; 51; 53; 52; 54; 55; 56; 57; 59; 60; 61; 62; 64; 65; 68)
	Video	(25; 45)
	Audio	(19; 54)
	3D Model	(10; 47)
Solution Nature	Subjective	(1; 6; 7; 28; 29; 38; 41; 46; 49; 50; 54; 55; 64)
	Objective	(2; 3; 4; 9; 10; 11; 12; 13; 14; 15; 16; 17; 18; 19; 21; 22; 25; 27; 30; 31; 34; 35; 37; 43; 44; 45; 47; 48; 51; 53; 52; 56; 57; 58; 59; 60; 61; 62; 65; 68; 67; 66)
Importance	Low-Stake	(2; 3; 4; 6; 7; 9; 10; 11; 12; 13; 14; 15; 16; 17; 18; 19; 21; 22; 30; 31; 34; 38; 41; 45; 46; 47; 48; 49; 50; 51; 53; 52; 54; 56; 57; 58; 59; 60; 62; 64; 65; 68; 67; 66)
	High-Stake	(1; 25; 27; 28; 29; 35; 37; 43; 44; 55; 61)

Table A5. Literature Collection for the Metacharacteristic Precondition

Dimension	Characteristic	Article
Manipulation	Performance	(9; 10; 11; 12; 13; 14; 15; 21; 25; 27; 29; 31; 38; 48; 50; 53; 52; 62; 64; 68; 66)
	Transparency	(2; 3; 7; 9; 11; 22; 25; 27; 35; 38; 41; 43; 45; 46; 48; 50; 51; 53; 52; 55; 57; 58; 59; 60; 61; 64; 65; 68; 67)
	Interaction	(1; 4; 6; 15; 16; 18; 19; 25; 28; 31; 34; 37; 56; 65; 68; 67; 66)
	Representation	(2; 4; 18; 21; 27; 30; 37; 44; 46; 54; 62; 67)
	Individuality	(1; 3; 4; 11; 12; 17; 22; 28; 29; 35; 38; 44; 45; 55; 56; 59; 60)
	Task	(7; 10; 28; 47; 49; 58; 64)
Setup	Single Trial	(1; 15; 18; 19; 29; 31; 46; 65)
	Multiple Trials	(2; 3; 4; 6; 7; 9; 10; 11; 12; 13; 14; 16; 17; 21; 22; 25; 27; 28; 30; 34; 35; 37; 38; 41; 43; 44; 45; 47; 48; 49; 50; 51; 53; 52; 54; 55; 56; 57; 58; 59; 60; 61; 62; 64; 68; 67; 66)
Feedback	Not Given	(1; 2; 6; 7; 9; 10; 11; 15; 16; 17; 18; 19; 21; 22; 25; 28; 29; 31; 35; 37; 38; 43; 44; 45; 46; 47; 48; 49; 51; 53; 52; 54; 55; 57; 58; 59; 60; 61; 62; 65)
	Given-Immediate	(12; 13; 14; 22; 25; 27; 34; 41; 47; 56; 68; 67; 66)
	Given-Delayed	(3; 4; 11; 12; 30; 38; 50; 64)
User-AI Onboarding	None	(3; 6; 10; 11; 13; 14; 15; 17; 18; 19; 21; 22; 25; 29; 31; 38; 43; 48; 53; 52; 55; 56; 57; 60; 61; 62; 65; 67)
	Instruction	(1; 2; 9; 16; 27; 28; 30; 35; 41; 44; 45; 46; 47; 49; 50; 51; 59; 64)
	Pre-Experimental Usage	(4; 7; 12; 16; 34; 37; 41; 45; 47; 49; 51; 54; 58; 68; 66)
Reward Structure	Monetary Performance	(2; 3; 4; 6; 7; 10; 11; 13; 22; 30; 37; 38; 41; 49; 50; 51; 52; 58; 59; 64; 65; 68; 67; 66)
	Monetary Non-Performance	(9; 12; 14; 21; 27; 29; 35; 46; 48; 60)
	None	(1; 16; 18; 19; 28; 31; 43; 44; 45; 47; 54; 55; 56; 57; 61; 62)
	Non-Monetary Performance	(25; 34)
	Non-Monetary Non-Performance	(15; 17; 53)

B Descriptive Pattern Analysis

Table B1. Descriptive frequency analysis of dimensions (1).

MC	Dimension	Characteristic	Absolute	Relative
Collaboration	Mode	Human-AI	51	0,93
		Human-Multi-AI	1	0,02
		Multi-Human-AI	3	0,05
	Interface	Wizard-of-Oz	9	0,16
		Fully Functional AI	46	0,84
	Advice Count	Single	47	0,85
		Multiple	8	0,15
	Advice Timing	Before Manifestation	26	0,47
		After Manifestation	29	0,53
		During Manifestation	1	0,02
	Ecological Context	Business	14	0,25
		Public	12	0,22
		Private	11	0,2
		Healthcare	6	0,11
		Gaming	4	0,07
Hypothetical		8	0,15	
Agent	Human Characteristics	AI Literacy	4	0,07
		Domain Knowledge	19	0,35
		None	35	0,64
	Human Choice of Advice	Adjustable	9	0,16
		Predefined	47	0,85
	AI Embodiment	Physical Robot	1	0,02
		Virtual Agent or Bot	8	0,15
		Embedded inside Tool	47	0,85
	AI Agency	Performative	4	0,07
		Advisory	54	0,98
AI Response Mode	Judgment	11	0,2	
	Choice	44	0,8	

Table B2. Descriptive frequency analysis of dimensions (2).

MC	Dimension	Characteristic	Absolute	Relative
Task	Input	Image	21	0,38
		Text	38	0,69
		Video	2	0,04
		Audio	2	0,04
		3D Model	2	0,04
	Solution Nature	Subjective	13	0,24
		Objective	42	0,76
	Importance	Low-Stake	44	0,8
		High-Stake	11	0,2
Precondition	Manipulation	Performance	21	0,38
		Transparency	29	0,53
		Interaction	17	0,31
		Representation	12	0,22
		Individuality	17	0,31
		Task	7	0,13
	Setup	Single Trial	8	0,15
		Multiple Trials	47	0,85
	Feedback	Not Given	40	0,73
		Given-Immediate	13	0,24
		Given-Delayed	8	0,15
	User-AI Onboarding	None	28	0,51
		Instruction	18	0,33
		Pre-Experimental Usage	15	0,27
	Reward Structure	Monetary Performance	24	0,44
		Monetary Non-Performance	10	0,18
		None	16	0,29
		Non-Monetary Performance	2	0,04
		Non-Monetary Non-Performance	3	0,05

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