

*Homo Reciprocans* is a term that describes in the literature an individual rewarding positive behaviors of community members (so-called positive reciprocity) and sanctions the undesired ones (so-called negative reciprocity). In workplaces that require team work, the employer may prefer individuals revealing this type of attitude, because the presence of social rewards and punishments may serve as a factor which can reinforce common values of the group. In addition, awareness of the presence of sanctions corresponding to undesirable behavior may reduce the risk that it occurs in the first place. Unfortunately, on the basis of data from the labor market, it will be relatively complicated task to investigate that subject as reciprocity is typically not directly observable in the field.

This study is an attempt to analyze the tendency to take revenge revealed in the choices made by the participants of the television program "Ten to One" and its relationship with the gender, education and other demographic variables of the player. Using such a data set allows us to obtain a much larger and more diversified sample than the one that could be achieved in the laboratory. The greater heterogeneity of the sample is particularly visible in terms of age, professional status and education. Thanks to the systematized course of the game and its clear rules, decisions made by players are easily observable and quantifiable. In addition, the researcher has full knowledge of the information on the basis of which these decisions were made. What is more, the stakes by which participants compete in the trivia show are much higher than those achievable in the laboratory, which is an added value from the perspective of expanding knowledge about the factors driving the behavior of individuals. However, when using a game show as a data source, the researcher has no influence on the design of the game itself, therefore the laboratory experiments are a complementary method, allowing to extend the analysis by adding the conditions that could potentially modify the behavior of individuals but were not observable during the game show. In addition, laboratory confirmation of the results obtained from the empirical analysis is an additional validation of the results obtained.

The choices made in the game show concern the nomination of the participant who will have to answer the next question. Because being nominated reduces one's chance of winning the episode, nominating *bask* can be considered as negative reciprocity or more simply: revenge. Basing on the empirical results a theoretical model will be established.

In the next stage of the study, negative reciprocity will be verified as a factor which may influence the allocation of unwanted tasks within a group. Previous studies suggest that unwanted tasks are often passed to people who are the lowest in the hierarchy of a given group. Although phenomenon of delegating unwanted tasks (also known as "passing the buck") was previously investigated, its determinants were rarely analyzed. This project will examine the impact of negative reciprocity on unwanted-task allocation problem, with particular attention on influencing the effectiveness entire team in solving the tasks.

Due to its innovative character, the project can be presented at international scientific conferences and international conferences organized in Poland. The place of potential publication may be reputable economics and management journals.