Does Trust Beget Trustworthiness?

Trust and Trustworthiness in Two Games and Two Cultures

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Abstract

An important unanswered question in the empirical literature on trust is whether trusting

begets trustworthiness. In two experimental games, with Japanese and American

participants, trust and trustworthiness were compared to provide an answer to this

question. The trustee in the standard Trust Game knows that she is trusted, whereas the

trustee in the Faith Game does not know whether she is trusted or not. Except for this

fact, the trustee faces the same choice in both situations. If the simple fact that one is

trusted by someone else makes her more trustworthy to the truster, then the trustee in the

Trust Game should behave in a more trustworthy manner. The results of our experiment

indicate that trust does not beget trustworthiness, at least in one-shot games. The results

also indicate that trust and trustworthiness are not two sides of the same coin, providing a

partial replication of the recent findings of Buchan, Croson, and Dawes (2002). American

trusters were more trusting than their Japanese counterparts in the Trust Game, whereas

American trustees were less trustworthy than were the Japanese under the same

circumstances. The nationality difference in trust and trustworthiness is less pronounced

in the Faith Game. We conclude that trust researchers should consider the limitations of

one-shot games for the study of the emergence of trust and the determinants of

trustworthiness.

Keywords: Trust, Trust Game, reciprocity, altruism