

Proposition 1: Project leader status has a positive effect on project quality up to a certain point, and thereafter it has a negative effect on quality.

Proposition 2: Project leader status increases the absolute deviation from the project quality that can statistically be expected from them.

Proposition 3: Innovative videogame developers tend to develop higher quality products and realize more revenues from their products. Yet, high-status project groups tend to perform worse in such innovative companies than in less innovative settings.

Proposition 4: High-status organizations fail to realize all the potential benefits of their status when they implement projects of great magnitude.

Proposition 5: The status of a producer biases decision-makers in favour of products of the producer in question even when there is virtually no uncertainty about the underlying quality of producers' products.

Proposition 6: People who listen to technically complex music tend to be less empathic.

Proposition 7: Playing video games has multiple positive effects on various brain functions. For instance, it stimulates learning, curiosity, attention, and cognition.

Proposition 8: The more people spend on their wedding, the shorter their marriage tends to be.

Proposition 9: Everyone is motivated to gain more status than they already have, unless they already have high status.

Proposition 10: When people are uncertain about a decision, a group of interacting individuals tends to be more influenced by biasing information than a collection of independent individuals.

Proposition 11: Feeling stupid is often a sign of doing something truly novel in academia. Therefore such feelings of insecurity should not be hidden but embraced.