TED Variables:

* Team\_score: points scored in previous period
* Team\_score\_agg: total score since mission start
* Process\_effort\_s: player seconds spent taking action (effort) in previous period, max = 3 players active for 10s each, range: [0,30]
* Process\_effort\_agg: Total effort since mission start, aggregated and divided by total player seconds elapsed, range: [0,1]
* Process\_skill\_use\_s: Player seconds spent exerting role-congruent effort in previous period, range: [0,30]
* Process\_skill\_use\_rel: Player seconds spent exerting role-congruent effort relative to effort exerted in previous period, range: [0,1]
* Process\_skill\_use\_agg: % time spent exerting role-congruent effort since mission start, range: [0,1]
* Process\_workload\_burnt: % search and rescue workload executed in previous period, range: [0,1]
* Process\_workload\_burnt\_agg: % search and rescue workload executed since mission start, range: [0,1]
* Comms\_total\_words: Total words spoken by the team since mission start
* Comms\_equity: Balance of conversation (std dev. in words spoken across players) since mission start

Beard Variables:

* Gaming experience: Simple average of 2 items that captures participants' gaming experience (MC\_Prof\_6, MC\_Prof\_7 OR QID870, QID869)
  + MC\_Prof\_6: objective personal rating of video game experience level
  + MC\_Prof\_7: objective personal rating of video game proficiency level
* Mission knowledge: Mission Knowledge (sc0 variable OR SC\_0dFvjl|RXQzBoYR): Number of correct answers out of 8 (10 points per answer)
* Anger: 2 item simple average derived from the Positive and Negative Affect Schedule (PANAS\_8, PANAS\_11 OR QID883\_8, QID883\_11)
* Anxiety: 4 item simple average of PANAS (PANAS\_7, PANAS\_15, PANAS\_18, PANAS\_20 OR 883\_7, 883\_15, 883\_18, 883\_20)
* Social perceptiveness: Number of correct answers from the Reading the Mind in the Eyes Task (RMIE\_1 to RMIE\_72 OR QIDs 751-821)
  + RMIE tasks: participant is presented an image of an individual’s eyes and must determine which emotion out of four best describes the individual’s feeling in the image
* Spatial ability: Multi-item scale based on the Santa Barbara Sense of Direction Scale (QID13\_1, QID13\_2r, QID13\_3, QID13\_4, QID13\_5, QID13\_6r, QID13\_7, QID13\_8r, QID13\_9, QID13\_10r, QID13\_11r, QID13\_12r, QID13\_13r, QID13\_14, QID13\_15r)
* SBSOD: questionnaire consisting of several statements regarding the participant’s spatial and navigational abilities, preferences, and experiences
* Competency variables: Variables computed using the testbed topics "observations/events/competency/task" and "observations/events/player/role\_selected"

Intake survey definitions:

* Serious/competitve: actively training for and participating in competitive gameplay more than a few times a year. Note that competitions may take different forms depending on which game you play competitively, some may be solo play, some may be teams of players against teams of other players, some may be structured as tournaments, but any competitive play that results in identifiable winners and involves scheduled and/or regular dedicated training or practice time is appropriate to consider

[Combined megafile (with means and standard deviations)](https://drive.google.com/file/d/1h9fqBabnRg8gmY0b3013RByZeZG0hij1/view?usp=sharing)

[Collaborative fluency data (with means and standard deviations)](https://drive.google.com/file/d/1Rf-p6ROVJGrpgCcKSTAiQeMFatGyKMsH/view?usp=sharing)