# Addendum to protocol: Additional data

Not included in the main study protocol, I collected information on players’ in-game actions.

Data

This data includes:

* The durations users used the software (in addition to estimates from the online form)
* The interventions users made (see table 1 for summarised row headers)

**Table 1**. Format of player in-game action data.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Unique user ID** | **Mode (Game or interactive visualisation)** | **Current in-game objective** | **Chosen combination of policy(s) to achieve objective** | **Score** |
| **Description** | Generated in-game; Cannot identify individuals and link other data | Policies made by users of the interactive visualisation were not scored (no trackable objective) | MR Base ID of the current objective. *Game mode only.* | MR Base ID(s) of trait(s) user chose to intervene on | How well the player achieved the optimal policy for the current objective (% of best policy). *Game mode only.* |

Reason for collection

Initially we discussed collecting this study as an extension to answer questions around “What are the choices that players make about public health interventions? And how does this compare to mathematically optimal choices?”

Potentially useful for follow-up study

I don’t have any plans to analyse this immediately and we would have to think about how we could use it. My feeling is that this would be more suitable as part of another study- perhaps the follow-up study.

Link to data

The raw data is available from: <https://github.com/CMorenoStokoe/gsa>.