Figure 1 – pseudocode

Figure 2. rq 0 plot

Denrell similar

X = k

K: number of times x\_i is the moment citizen

K = 0,1,2,3,4,5,6,7,8,9 (through however many time steps, n)

What we are looking for as the backbone of the simulations is how likely it is that k is close to n.

What is the probability that k is either close to zero or close to n, meaning that either x\_i or one of his colleagues was frequently the moment citizen.

Y = probability

K at the middle value would indicate no notion of “good soldier,” no “this person is a frequent moment citizen.”

How do I create that probability y axis in code? Take the difference of the two random walk values. If the difference is positive

Figure 3. rq1 plot

(see denrell figure 2)

Same as above, but now add drift to both random walks

Figure 4. rq2

(see denrell figure 2)

Same as above, but now the varying parameter is the autoregressive coefficient

Figure 5. rq3

See denrell figure 2

Same as above but now go from 2 to 2000 people

|  |  |  |
| --- | --- | --- |
| **Data Source** | **OCB Opportunity Operationalization** | **Sampling Frequency** |
|  |  |  |
| *GitHub Repositories*:  Non-Academic | Issue | Monthly |
| *GitHub Repositories*:  Academic | Issue | Monthly |
| *First Author Emails* | Participant-rated email content | Weekly |
| *Student Pools* | Active Graduate Student | Yearly |
| *Facebook Forum* | Post | Daily |

Table 1. *Data summary for Study one.*