**Condition**

1 = control/Red Cross

2 = gratuitous/Red Cross

3 = hero/Red Cross

4 = control/saving lives

5 = gratuitous/saving lives

6 = hero/saving lives

**Game**

1 = control

2 = gratuitous

3 = hero

**Help Request**

1 = Red Cross

2 = saving lives

**Intercepted**

0 = not intercepted by confederate

1 = intercepted by confederate

**Location**

1 = CMU

2 = MU

**Season**

1 = fall 2013/spring 2014

2 = summer 2014

3 = fall 2014

**Enjoy\_Game**

Larger values reflect greater enjoyment

**Finish**

1 = The participant finished the level she was playing.

2 = The participant was told to stop playing the level because she hadn’t yet finished when her time ran out.

**Game\_Freq**

1 = never

2 = a couple of times a year

3 = a couple of times a month

4 = a couple of times a week

5 = several times a week

6 = daily

7 = hours a day

**Enjoy\_Type**

1 = very slightly or not at all

2 = a little

3 = moderately

4 = quite a bit

5 = extremely

**PANAS Items (i.e., the emotions that start with interested and end with afraid)**

1 = very slightly or not at all

2 = a little

3 = moderately

4 = quite a bit

5 = extremely

**Gender**

1 = female

2 = male

**Purpose**

1 = The participant did think she knew the purpose of the experiment.

2 = The participant did not think she knew the purpose of the experiment.

**Pos\_Affect**

Larger values indicate more total positive affect.

**Neg\_Affect**

Larger values indicate more total negative affect.

**like**

???

**badgroup**

The 31 participants run in the fall at CMU for whom collaborators report RAs doing a very poor job.