List of notes for each script

* For all games, we take into consideration the first round observation
* CSV file is saved in github folder (Paper\_csv)

**Homogeneity Criteria:**

* DG:
  + we consider all DGs including a least two or more real players (no computers)
  + in case of repeated rounds, we consider only first-round decisions; if stranger matching protocol, and rounds differ in any of the design features (e.g., endowment, number of players, etc.) we can consider these as single independent observations
  + to define cooperation levels, we look at final allocations; hence, for example, if dictators have some restrictions applying on their choices, such as donating only part of his endowment, we consider as cooperation the ratio between amount sent and total endowment.

# 2016Kim003

# 2019Cha026

* Only rounds for each subject (role = Dictator) with endowment equal to 10 tokens (choice exp and norms exp)
* Stranger mode : take all 11 rounds

# 2017Tho028

* For choice exp: only base treatment, only dictators choices (no computer allocation)
* In base treatment dictator can give until 10 out of 20 tokens
  + Cooperation defined as sent/20