

# Codebook experiment 1

The raw data set contains 52 columns and 464 rows (461 participants and 3 title rows). The final data set contains 23 columns and 462 rows (461 participants and 1 title row). Here we explain the columns of the final data file and how we went from raw to final data set.

**Rows omitted** = title rows 2 & 3, since they contain same information as row 1.

**Columns omitted** =

- IPAddress, Progress, Duration, Finished, RecordedDate, ResponseID, RecipientLastName, RecipientFirstName, RecipientEmail, ExternalReference, LocationLatitude, LocationLongitude, DistributionChannel, UserLanguage, Q27, prj\_id, usr\_id, pp\_name, pp\_id
  - For containing irrelevant or no data
- Q15\_First Click, Q15\_Page Submit, Q15\_Click Count, Q14\_First Click, Q14\_Page Submit, Q14\_Click Count
  - Irrelevant timing and click information. We used the timing of the last click as response time.
- columns “Dice\_Outcome\_No\_Time - The result of my dice roll is” & “Dice\_Outcome\_Time\_Pr - The result of my dice roll is”, Q15\_Last click & Q14\_Last Click
  - Merged in to one column, explained below.

**Response time** = Time participants needed to roll the dice and report dice roll outcome. We merged columns Q15\_Last click (timing for time pressure condition) and Q14\_Last Click (timing for self-paced condition).

**Reported dice roll outcome** = Reported dice roll outcome. Since the reported outcome was stored in a different column for the two conditions, we merged columns “Dice\_Outcome\_No\_Time - The result of my dice roll is” and “Dice\_Outcome\_Time\_Pr - The result of my dice roll is) to get to the final column.

**Time-pressure** = Condition; 0 is self-paced, 1 is time pressure. This column was called “FL\_4\_DO” in raw data.

**Exclusion** = 0 = not excluded, 1 = excluded. Exclusion based on failing to report within the 8 second time limit in time pressure condition.

**Lively, ... , Content** = 15 columns, 1 per BMIS mood scale items. In raw data named BMIS\_1 to BMIS 15, but renamed to corresponding items.

**The ratio between the dice roll and the possible reward is...** = Control question. In raw data = Q22

**What is the chance that you will get the reward?** = Perceived chance of winning reward, scale 0 – 100. In raw data = Q28\_1

**My dice role was fully anonymous-only I could know what I rolled.** = Perceived anonymity, scale = Strongly do not believe – do not believe – neutral – believe – Strongly believe. In raw data = Q26

**Several students will receive a monetary reward for the dice under cup game.** = Perceived believability in general reward payment. = , scale = Strongly do not believe – do not believe – neutral – believe – Strongly believe. In raw data = Q24

