Monroe’s Data File Codes

R= Rosenburg questionnaire items

BISBASREV= questions for which the raw data was reversed for scoring (i.e. 1=4, 2=3)

ISELRev= questions for which the raw data was reversed for scoring (i.e. 1=4, 2=3)

RRev= questions for which Rosenburg raw data was reversed for scoring (i.e. 1=5, 2=4)

AQ Trans= Responses for Autism Quotients are translated into scoring (i.e. for questions where a response of 1 or 2=1, 3 or 4=0 VS questions where a response of 1 or 2=0, 3 or 4=1)

AQ Sum= AQ Trans added together per participant

Valence1MCSPos= likert scale response for valence of the shape that acted as CS+, monetary condition

Valence 1MCSNeg= likert scale response for valence of the shape that acted as CS-, monetary condition

Intensity 1MCSPos= likert scale response for intensity of the shape that acted as CS+, monetary condition

Intensity 1MCSNeg= likert scale response for intensity of the shape that acted as CS-, monetary condition

Valence 1M2Dollar= likert scale response for valence of the $2 that acted as CS+ reinforcer, monetary condition

Valence 1M0Dollar= likert scale response for valence of the $0 that acted as CS- neutral reinforce, monetary condition

Intensity 1M2Dollar= likert scale response for intensity of the $2 that acted as CS+ reinforcer, monetary condition

Intensity 1M0Dollar= likert scale response for intensity of the $0 that acted as CS- neutral reinforce, monetary condition

Pref1MCSPos= Preference of not reinforced or reinforced shape associated with the CS+ , monetary condition

Pref1MCSNeg= Preference of not reinforced or reinforced shape associated with the CS- , monetary condition

Valence2SCSPos= likert scale response for valence of the shape that acted as CS+, social condition

Valence 2SCSNeg= likert scale response for valence of the shape that acted as CS-, social condition

Intensity 2SCSPos= likert scale response for intensity of the shape that acted as CS+, social condition

Intensity 2SCSNeg= likert scale response for intensity of the shape that acted as CS-, social condition

Valence 2S2Smile= likert scale response for valence of the smile face that acted as CS+ reinforcer, social condition

Valence 2SNeutral= likert scale response for valence of the neutral face that acted as CS- neutral reinforce, social condition

Intensity2SSmile= likert scale response for intensity of the smile face that acted as CS+ reinforcer, social condition

Intensity2SNeutral= likert scale response for intensity of the neutral face that acted as CS- neutral reinforce, social condition

Pref2SCSPos= Preference of not reinforced or reinforced shape associated with the CS+ , social condition

Pref2SCSNeg= Preference of not reinforced or reinforced shape associated with the CS- , social condition

P1-56= Order of the trials (in terms of what appeared on screen)

CSPlusValenceDifferenceMMinusS= Difference of likert responses for valence of CS+, Monetary- Social Condition

CSPlusIntensityDifferenceMMinusS= Difference of likert responses for intensity of CS+, Monetary- Social Condition

ValenceMReinforcerMinusSReinforcer= Difference of likert responses for valence of Positive reinforcer, Monetary- Social Condition

IntensityMReinforcerMinusSReinforcer= Difference of likert responses for intensity of Positive reinforcer, Monetary- Social Condition