| variable | description |
| --- | --- |
| session\_id | Unique identifier for each session; in most cases each participant had only one session per wave |
| session\_restart\_id | Unique identifier for each sub-session; the front-end allowed participants to restart their session and every time they did the same session\_id was maintained but each restart was associated with a unique session\_restart\_id |
| time\_elapsed | jsPsych generated variable (https://www.jspsych.org/v7/overview/plugins/#data-collected-by-all-plugins); time (ms) elapsed since start of the current `session\_restart\_id`; further adjusted during the processing pipeline to be since the start of the session (`session\_id`) for ease of processing |
| trial\_index | jsPsych generated variable (https://www.jspsych.org/v7/overview/plugins/#data-collected-by-all-plugins); auto-incremented trial counter since start of the current ` (`session\_id`)\_restart\_id`; further adjusted during the processing pipeline to be since the start of the session (`session\_id`) for ease of processing |
| custom\_timer\_ended\_trial | some trials were associated with a custom timer and if participants did not provide a response in time, the current trial was closed and this variable recorded TRUE |
| trial | task-specific trial counter |
| rt | jsPsych generated variable; in ms; applies to some `trial\_type`s, e.g. html-keyboard-response (https://www.jspsych.org/v7/plugins/html-keyboard-response/#data-generated) |
| unique\_trial | unique trial (out of 8 total trials, 0-indexed) |
| unique\_trial\_draw\_number | draw index within each unique trial (out of 5, 0-indexed) |
| left\_box\_majority\_color | indicates if red or blue is the majority color in the left box |
| right\_box\_majority\_color | indicates if red or blue is the majority color in the right box |
| selected\_box\_majority\_color | indicates the majority color of the participant-selected box |
| ball\_split | whether the setup is 40/60 or 30/70 for blue and red balls |
| version | whether the participant receives the easy or the hard version of the task |
| current\_draw | the ball drawn on the current trial |
| past\_draws | the past 0, 1, 2, 3 or 4 draw colors |
| response\_slider | participant response about the probability that: in easy version - the current draw is 'from the left vs the right box'; in hard version - 'the next drawn ball will be blue' |
| score | score based on deviation from the optimal objective |