| 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 |
| response | jsPsych generated variable; applies to some `trial\_type`s, e.g. html-keyboard-response (https://www.jspsych.org/v7/plugins/html-keyboard-response/#data-generated) |
| 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) |
| trial\_type | jsPsych generated variable (https://www.jspsych.org/v7/overview/plugins/#data-collected-by-all-plugins); name of the plugin used to run the trial |
| task\_version | version A (either text or array) or B (both text and array) |
| choice\_type | conflict (larger denominator is incorrect choice) or harmony (larger denominator is correct choice) |
| left\_lottery\_display\_type | display type (text or array) for the lottery displayed on the left |
| right\_lottery\_display\_type | display type (text or array) for the lottery displayed on the right |
| left\_lottery\_type | denominator type (small or large) for the lottery displayed on the left |
| right\_lottery\_type | denominator type (small or large) for the lottery displayed on the right |
| left\_lottery\_gold\_prop | proportion of gold coins in the left lottery |
| right\_lottery\_gold\_prop | proportion of gold coins in the right lottery |
| left\_lottery\_total\_coins | total number of coins in the left lottery |
| right\_lottery\_total\_coins | total number of coins in the right lottery |
| left\_lottery\_gold\_coins | number of gold coins in the left lottery |
| right\_lottery\_gold\_coins | number of gold coins in the right lottery |
| left\_lottery\_silver\_coins | number of silver coins in the left lottery |
| right\_lottery\_silver\_coins | number of silver coins in the right lottery |
| selected\_lottery | the lottery (left or right) selected by the participant |
| coin\_drawn | the coin (silver or gold) that was randomly drawn from the selected lottery |
| small\_lottery\_gold\_prop | the proportion of gold coins in the small lottery |
| large\_lottery\_gold\_prop\_diff | the difference in proportion between the small lottery and the large one |
| trial\_id | unique identifier of trials given a set of properties (conflict\_type, small\_lottery\_gold\_prop, large\_lottery\_gold\_prop\_diff) |
| correct | whether the participant selected the lottery with the larger proportion of gold coins (1) or not (0) |