| 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\_name | custom trial name set in the jsPsych code |
| 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) |
| ns\_id | id for the question |
| ns\_response | response on the question |
| correct\_answer | correct answer for the question |
| correct | whether the participant was correct (1) or not (0) |