

1 Summary of Winzorized Responses

Table 1: Summary of Winsorized responses for estimating gains in skills/knowledge based on the stacking of pre-test and post-test data with GPCM in the third empirical study

@@	UserID	NroUSP	...	PlayerRole	gain.theta
...
->	10178	8656201	...	Social Achiever	0.0428
->	10179	10310759	...		-0.2037->-0.1421
	10181	10276866	...		0.0749->0.062
	10183	10352030	...		-0.0225
...
	10190	10276907	...		-0.0585
->	10191	10276981	...		-0.1596->-0.1421
	10192	10276682	...	Social Achiever	0.074
->	10193	10276762	...	Yee Achiever	-0.1006->-0.0987
	10197	10276661	...		-0.027
...
	10202	10277036	...	Social Achiever	0.171
->	10203	9921470	...		-0.1207->-0.0987
->	10204	10310471	...	Social Achiever	0.0706->0.062
	10206	10310721	...		-0.0217
...