

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
...
->	10175	10310700	...	Social Achiever	0.1367
	10176	10276949	...	Social Achiever	-0.1372->-0.1317
->	10178	8656201	...	Social Achiever	0.0428
	10179	10310759	...		-0.2037->-0.1298
->	10183	10352030	...		-0.0225
	10184	10276675	...		-0.096->-0.086
->	10185	10276960	...		-0.0487
...
	10189	9363926	...	Social Achiever	0.0797
->	10191	10276981	...		-0.1596->-0.1298
	10192	10276682	...	Social Achiever	0.074
->	10193	10276762	...	Yee Achiever	-0.1006->-0.0521
	10197	10276661	...		-0.027
...
	10201	10276928	...		-0.0622
->	10202	10277036	...	Social Achiever	0.171->0.1656
->	10203	9921470	...	Social Achiever	-0.1207->-0.0521
	10206	10310721	...		-0.0217
...
	10216	10276720	...	Social Achiever	0.0093
->	10217	9805341	...		0.0468->0.023
	10218	9842913	...		-0.0315
...
	10223	9795185	...	Social Achiever	-0.025
->	10230	10351992	...	Social Achiever	-0.1616->-0.1317
	10231	10276911	...		-0.0911
...