### **How Did the Participants Feel After Playing the Game?**

For this we would need a table that has the means and SDs on all the post-game measures individually (need and emotion items). In the same table we would also have a single *need satisfaction* score that is basically the mean of the four need items (belonging, control, meaningful existence, self-esteem). See Table 2.

**Table 2.**

*Descriptive statistics and t-test results from Study 2.*

Text

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|  |  |
| --- | --- |
| **Outcome Variables** | ***M (SD)*** |
| Belonging |  |
| Self-Esteem |  |
| Meaningful Existence |  |
| Control |  |
| Need Satisfaction |  |
| Sadness |  |
| Anger |  |

*Note*. All results reported were statistically significant at *p* < .001.

### **Do people wave in the game?**

Here we would show some indication of waving behavior. For example, we can create a binary variable coding for whether people waved at all or not. We then would present the number of people who waved and not waved. We can also present some descriptive statistics on the frequency of waving (i.e., descriptive stats on how many times each participant waved, such as M, SD, range, etc.).

Graphical user interface, text, application, chat or text message

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### **Does In-game Behavior Relate to Immediate Need Satisfaction and Emotions?**

Here we only test whether the frequency of waving within the game (continuous variable) relates to need satisfaction at the end of the game. We can do this separately for each need and emotion and also the overall need satisfaction variable. And we talk about how we report more tests of this hypothesis in the supp/appendix (various operationalizations of waving, or gender, race etc. [currently we don’t have to do anything about it]).

Chart

Description automatically generated with medium confidence