04_behavior_plots.R

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2023-12-05

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##############################################################################
# title
##############################################################################
#
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# date
#
# Description
#
##############################################################################

## SET UP ####################################################################

# Load packages ------------------------------------------------------------
pacman::p_load(
    here,
    tidyverse
)

# Load data ----------------------------------------------------------------
tabular_data <- readRDS(file = here("data", "processed", "tabular_game_data.rds"))

## PROCESSING ################################################################

# X ------------------------------------------------------------------------
plot_data <- tabular_data %>%
    filter(both_games == 1)

## VISUALIZE #################################################################
palette <- c(Baseline = "darkorange1",
             Uncertainty = "steelblue")


p_h <- plot_data %>%
  ggplot(aes(x = t, y = h, color = game, fill = game)) +
  stat_summary(geom = "ribbon",
               fun.data = mean_se,
               alpha = 0.25) +
  stat_summary(geom = "line",
               fun = mean,
               linewidth = 1) +
```

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    scale_y_continuous(limits = c(0, 5)) +
    scale_x_continuous(breaks = c(0, 5, 10, 15), labels = c(0, 5, 10, 15)) +
  labs(x = "Trip",
       y = "Average player's catch") +
  theme_bw() +
  theme(legend.position = "None",
        panel.grid = element_blank()) +
  scale_fill_manual(values = palette,
                    aesthetics = c("color", "fill"))

p_N <- plot_data %>%
  ggplot(aes(x = t, y = last_N, color = game, fill = game)) +
  stat_summary(geom = "ribbon",
               fun.data = mean_se,
               alpha = 0.25) +
  stat_summary(geom = "line",
               fun = mean,
               linewidth = 1) +
    scale_y_continuous(limits = c(0, 100)) +
    scale_x_continuous(breaks = c(0, 5, 10, 15), labels = c(0, 5, 10, 15)) +
  labs(x = "Trip",
       y = "Average population size",
       color = "Treatment",
       fill = "Treatment") +
  theme_bw() +
  scale_fill_manual(values = palette,
                    aesthetics = c("color", "fill")) +
  theme(legend.position = c(0, 0),
        legend.justification = c(0, 0),
        legend.background = element_blank(),
        panel.grid = element_blank())

cowplot::plot_grid(p_h, p_N)
```

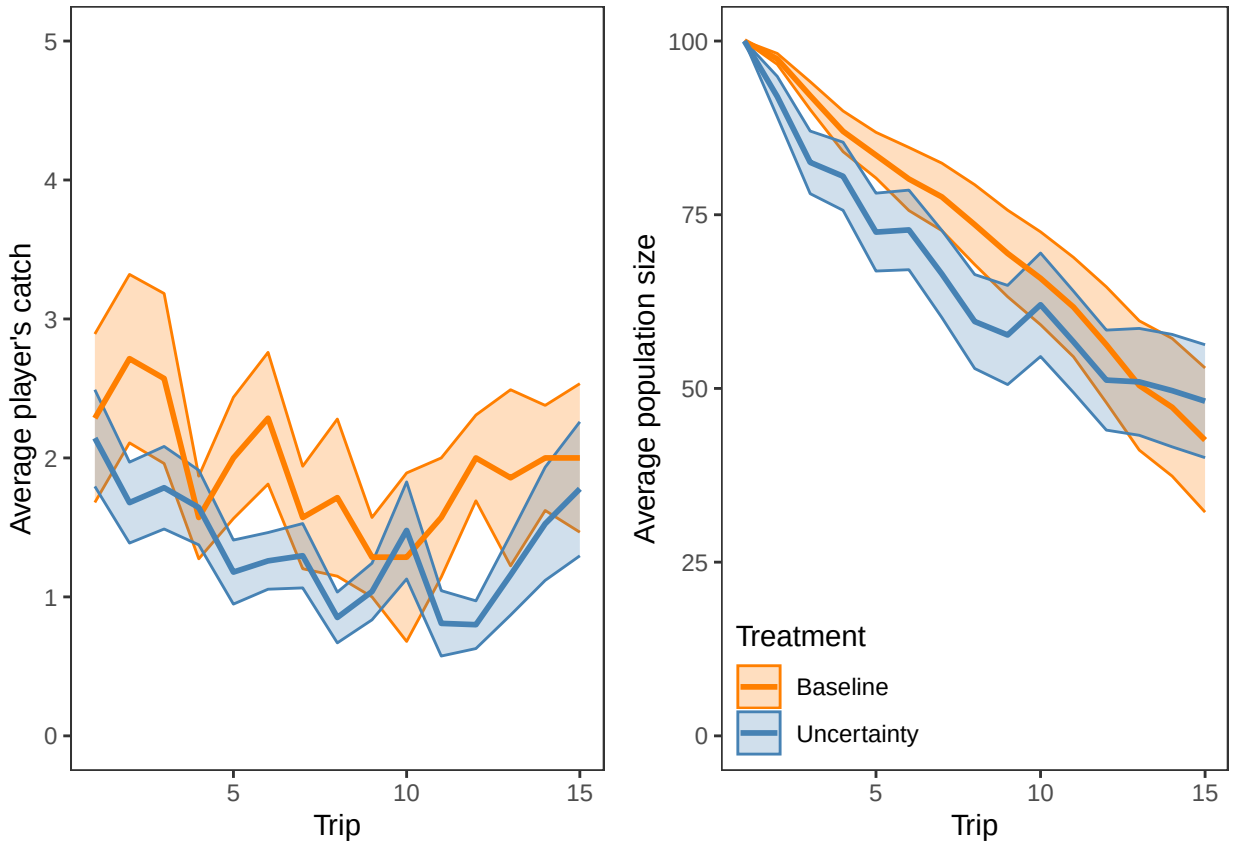
Average player's catch
Trip
Average population size
Trip
Treatment
Baseline
Uncertainty

```
## EXPORT ######################################################################

# X ------------------------------------------------------------------------
```