

The evolution of choice and learning in the two-person beauty contest game from kindergarten to adulthood

Reference

Brocas I. and J. Carrillo, "The evolution of choice and learning in the two-person beauty contest game from kindergarten to adulthood", ***Games and Economic Behavior***, 120, 132-143, 2020. [PDF](#)

- List of variables:

Location	School where the session took place	LF; Burbank; USC
SessionId	Day and session #	D1S1, ..., D10S3
matchId	Match # for the army games	0,1
GroupId	Group # for each pair of players playing against each other in the army games	0, ..., 5
ClientId	Id # allocated to each player	0 ,..., 11
Grade	Player's grade	pK ,..., 10
Gender	Player's gender	Male, Female
Number Older Siblings	Player's older siblings #	0, 1, 2, ...
Number Younger Siblings	Player's younger siblings #	0, 1, 2, ...
Payoff	Total of points earned by the player for a specific match #	20, 26, 32
PlayerName	Role of the player for a specific match #	VOLCANO leader, TREE leader
startingRow	Row # of the player's army before the player plays	3, 5
startingColumn	Column # of the player's army before the player plays	3, 5



Los Angeles Behavioral Economics Laboratory
in honor of Jean-Jacques Laffont

click.0.finalRow	Row # of the player's army after his first move	0, ..., 7
click.0.finalColumn	Column # of the player's army after his first move	0, ..., 7
click.1.finalRow	Row # of the player's army after his second move	0, ..., 7
click.1.finalColumn	Column # of the player's army after his second move	0, ..., 7
click.2.finalRow	Row # of the player's army after his third move	0, ..., 7
click.2.finalColumn	Column # of the player's army after his third move	0, ..., 7
...		
paidRow	Row # of the last click (not in all files)	0, ..., 7
paidCol	Column # of the last click (not in all files)	0, ..., 7