

Codebook Master Thesis

Lenard Strahringer (0648825)
l.strahringer@students.uu.nl

May 14, 2023

1 The Experiment

I developed an experiment to study the effect of reputation systems on the emergence of cohesive relationships in (online) markets. The experiment let groups of six actors exchange units repeatedly in an abstract market to earn money. Thereafter, the subjects were asked to report on their relationships to the other five participants in the group using a gift game and a questionnaire. Please see the methods section of my thesis for a more detailed description.

2 Data Collection

The data were collected in the Experimental Laboratory for Sociology and Economics (ELSE, else.fss.uu.nl) at Utrecht University. Subjects were recruited using the subject pool of the lab. All subjects were invited to sign up for a session. Since groups of six were needed, up to 35 subjects could sign up for one of the seven sessions between February 17 and March 1 2023 and subjects who could not be assigned to a group were reimbursed for their time and asked to sign up for another session. More information about the recruited subjects can be found at the end of this document. Note that we also recruited some pedestrians to fill up experimental sessions who do not appear in the recruitment system and thus neither in the statistics.

Participants were randomly seated in the lab and read and signed a consent form before starting the experiment. Next, participants were provided with printed instructions and on-screen explanation of the exchange interface. The experiment was implemented using *otree* and can be accessed via a GitHub repository (github.com/lenardst/MT_EcoEx_RS). I plan to publish the code in case the paper is published. If you need access to the code before that please reach out via lenard@strahringer.de.

3 Codebook

The original data is stored in *raw_dataset*. The data set obtains one row per subject and all rounds in a wide format. The sections of the experiment are *negotiation* and *scmeasure*. The round is indicated by the number following 'negotiation', while round 1 is the practice round. For *scmeasure* there was technically only one round. Please see Table 1 a description of the variables.

Table 1: Variable names and descriptions

Variable Name	Variable Description
participant.id_in_session	Identifier bet for the participant within the session
participant.code	Unique code assigned to the participant
participant.label	Label assigned to the participant with the first to numbers indicating the seat in the lab
participant.payoff	Overall payoff received by the participant rounded to 50 cents
participant.player_colors	Order of the colors as they were assigned to the other five players in ego's exchange interface
session.code	Unique code assigned to the session
session.config.rs	Setting for the session with 0 indicating baseline condition and 1 indicating the reputation condition
negotiation.1.player.quiz1	Question to assess the subject's understanding of the game (question: If you agree to a trade that you receive 10 units, is it guaranteed that you will receive at least 10 units?, correct answer no (0)).
negotiation.1.player.quiz2	Question to assess the subject's understanding of the game (question: If you accept an offer, can another participant still accept an offer of yours in the same round?, correct answer no (0)).
negotiation.1.player.quiz3	Question to assess the subject's understanding of the game (question: Assume you agreed with another participant to send 10 units. If you now decide to send 9 instead of 10 units, how many other participants will learn about your decision?', correct answer 1 in the baseline condition and 5 in the reputation condition).
negotiation.2.player.id_in_group	Identifier between 1 and 6 for the participant within the group
negotiation.2.player.payoff	Payoff received by the participant in round 2
negotiation.2.player.agreed	Boolean variable if the participant agreed to an exchange
negotiation.2.player.ex-change_partner	Partner chosen by the participant for exchange
negotiation.2.player.send	Amount sent (agreed) by the participant
negotiation.2.player.receive	Amount received (agreed) by the participant
negotiation.2.player.deviation	Deviation of the participant
negotiation.2.player.deviation_partner	Deviation of the partner

negotiation.2.player.reason_no_exchange	If the participant did not exchange, they were prompted to give a reason: 1: I did not want to trade, 2: I could not trade with the preferred participant(s), 3: I ran out of time, 4: I was inattentive
negotiation.2.player.exchange_number	Rank of the exchange made by the participant (1 for the first exchange per round, 2 for the second, and 3 for the third)
negotiation.2.group.id_in_subsession	Identifier for the group within the subsession
negotiation.2.group.number_exchanges	Number of exchanges made by the group in the given round (between 0 and 3)
scmeasure.1.player.payoff	Unused field
scmeasure.1.player.gift1 to gift6	Amount gifted by the participant to participant 1 to 6
scmeasure.1.player.trading_earnings	Exchange payoff of the participant (all rounds)
scmeasure.1.player.gift_remaining	Amount of gift remaining for the participant
scmeasure.1.player.gift_received	Amount of gift received by the participant
scmeasure.1.player.player_to_gift	Id of the player randomly chosen to send gift to
scmeasure.1.player.player_send_gift	Id of the player randomly chosen to receive gift from
scmeasure.1.player.close1 to close6	Questionnaire item on close/distant to player 1 to 6: 0:very distant, 1:distant, 2:rather distant, 3:neither close nor distant, 4:rather close, 5:close, 6:very close
scmeasure.1.player.cohesive1 to cohesive6	Questionnaire item on united/divided to player 1 to 6, scale equivalent to close
scmeasure.1.player.team1 to team6	Questionnaire item on team-oriented/self-oriented to player 1 to 6, scale equivalent to close
scmeasure.1.player.partners1 to partners6	Questionnaire item on partners/competitors to player 1 to 6, scale equivalent to close
scmeasure.1.player.harmonious1 to harmonious2	Questionnaire item on harmonious/conflictual to player 1 to 6, scale equivalent to close
scmeasure.1.player.age	Age of the participant
scmeasure.1.player.sex	Gender of the participant:0: female, 1:male, 2:Else or prefer not to say
scmeasure.1.player.major	Major of the participant
number_of_rounds	Number of rounds of negotiation the participant played
total_gifted	The sum of all gifts the participant sent
earnings_per_round	Earnings from exchange divided by the number of rounds

EXPERIMENT RECRUITMENT REPORT

This report in language [Deutsch](#)  [Nederlands](#)

MSc Thesis Lenard Strahinger (Economic Exchange and Reputation Systems)

Subject pool statistics

Subpool

	Pool N=3618	Assigned N=1175	Participated N=162
Subpool			
all	62.2%	98.3%	96.9%
English Only	37.8%	1.7%	3.1%

Subscriptions

	Pool N=3618	Assigned N=1175	Participated N=162
Subscriptions			
Internet experiments	94.9%	96.1%	95.1%
Laboratory experiments	94.5%	99.8%	100%

Participant states

	Pool N=3618	Assigned N=1175	Participated N=162
Participant state			
Manual_subscription	0.1%	0	0
Excluded	0.2%	0.4%	0
Unsubscribed	64.9%	2.2%	1.2%
Active	34.8%	97.4%	98.8%

Begin of studies

	Pool N=3618	Assigned N=1175	Participated N=162
Begin of studies			
2022	10%	28.5%	48.1%
2021	9.4%	24.1%	12.3%
2019	6.7%	11.1%	6.2%
2018	5.8%	9.4%	1.9%
2017	5.4%	6.5%	5.6%
2016	5.7%	2.8%	2.5%
2015	5.8%	1.1%	1.2%
2014	5.1%	0.3%	0.6%
2012	6.2%	0.9%	0.6%
-	9.5%	0	0
Other	30.4%	15.4%	21%

Main field of studies

	Pool N=3618	Assigned N=1175	Participated N=162
Main field of studies			
Economics	19.8%	20.9%	29.6%
-	13%	5.5%	3.1%
Psychology	9.2%	13.7%	9.9%
Sociology	8.9%	10.7%	9.9%
Law	3.7%	1.6%	0.6%

Profession

	Pool N=3618	Assigned N=1175	Participated N=162
Profession			
-	67.7%	45.9%	46.9%
Unemployed	10.7%	19.1%	18.5%
High school student	5.6%	9.2%	6.2%
Employee	5.1%	8.2%	11.7%
Apprentice	3.5%	6.9%	4.9%
Worker	2.5%	4.9%	6.8%
Self-employed	2.1%	2.8%	2.5%

General social sciences	3.5%	4.4%	1.2%
Pedagogics	3.1%	4.8%	1.2%
Environmental Sciences	2.1%	3.4%	4.9%
Biology	2%	1.9%	1.9%
Anthropology	1.8%	1.9%	4.3%
Other	32.9%	31.2%	33.3%

Ph.D. student	2%	2.4%	1.9%
House husband/Housewife	0.3%	0.4%	0.6%
Public employee	0.2%	0.1%	0
Other	0.3%	0.2%	0%

Gender

	Pool <i>N=3618</i>	Assigned <i>N=1175</i>	Participated <i>N=162</i>
Gender			
female	64.2%	68.9%	67.9%
male	32.7%	30.1%	30.9%
?	2.4%	0	0
-	0.7%	0.9%	1.2%

Experience in experiment classes

	Pool <i>N=3618</i>	Assigned <i>N=1175</i>	Participated <i>N=162</i>
Experiment classes	Avg.	Avg.	Avg.
1119946938	0.32	0.04	0.17

Average participant experience

	Pool <i>N=3618</i>	Assigned <i>N=1175</i>	Participated <i>N=162</i>
Participation status	Avg.	Avg.	Avg.
Participated	1.8	1.46	3.23
Noshow	0.26	0.15	0.23
Turned-away	0.08	0.09	0.17
Not set	0.02	0.03	0.03

[↑ Back](#)

[🏠 Main](#)

[Logout](#)

References