

Column	Name	Description	Notes
0	sessionID	Unique (random) string generated for each set of trials so one subject's trials can be grouped together	
1	datetime	Date and time of trial	
2	testtrack	Which type of task this trial represents	1 = draw region 2 = place dot 3 = rate region
3	testid	Full identifier for the trial (contains both stimtype and stimnum for trials of type 1 and 2 and dot location number for trials of type 3)	All this information is also contained in other columns of the data <i>except</i> if this column is 444 that indicates that the row of data contains the comments/strategy game data (see columns 10 and 11)
4	stimtype	The type of stimuli for this trial	1 = bottleneck 2 = classroom 3 = safety zone for the scout
5	stimnum	Which of the stimuli for this type was used in this trial	BOTTLENECK: 1 = wide 2 = narrow CLASSROOM: 1 = circle 2 = close rows 3 = close rows flipped 4 = far rows 5 = far rows flipped 6 = U 7 = U flipped SAFETY: 1 = tanks close 2 = tanks far 3 = turrets row of five 4 = turrets row of four + 1
6	dot	Location of the dot when placed by the tool (rather than the subject)	Used only in rate the location task – task 3 – will be NULL for all other tasks
7	results	Results of subject input	Task 1: Contains a list of points that compose the polygon drawn by the user. x and y values are separated by a colon, points are separated by semi-colon. Contains -5 if the user selected “no region” Example: (19:246);(17:362);(485:358);(478:238);(17:246); Task 2: Contains the x, y coordinates of the point placed by the user or -5 if “no region” was selected. x and y coordinates are separated by a colon.

			Example: (449:201) Task 3: Numerical ranking 1-5 from Likert scale
8	remoteip	IP address of subject	We could probably just remove this column, I don't think we're really using it for anything.
9	resultid	Unique auto-generated id for each entry in table	
10	comments	Comments left by the subject about the experiment	
11	strategy	Ranking of how often the subject plays real time strategy games	1 = often 2 = sometimes 3 = never