# panel\_tick\_data\_uoft.csv

# Autogenerated data summary from dataMaid

2023-11-21 21:15:34

# Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	15288
Number of variables	35

# Codebook summary table

			# unique		
Label	Variable	Class	values	Missing	Description
Internal (abbreviated) treatment name	player.inner_name	character	4	0.00 %	
Unique participant code	participant_code	character	71	0.00 %	
Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	round_number	numeric	4	0.00 %	
Stock price at a given tick	price	numeric	35	0.00 %	
The specific tick (time point) in the trading day (round) when the event occurred.	tick_number	numeric	56	0.00 %	

			# unique		
Label	Variable	Class	values	Missing	Description
the probability of a price movement in a favorable direction as determined by a Markovian model of price changes. A binary	filtered_prob red_alert	numeric numeric	225	0.00 %	
indicator that flags a sequence where the price has decreased for three consecutive ticks within the same round. It is set to 1 only for the first tick in such a sequence, indicating the initiation of a downward trend.					
Similar to red_alert, but for upward trends. It flags when the price has increased for three consecutive ticks within a round. The indicator is set to 1 only for the first tick in such a sequence, signaling the start of an upward price	green_alert	numeric	2	0.00 %	
movement. Adjusted trade sign, neutralized at the first instance when cumulative position equals or exceeds 2, then follows original trade sign.	optimal_trade_sign	numeric	3	0.00 %	

-					
اماما	Variable	Cl	# unique	Mia-:	Deceri-+:
Label	Variable	Class	values	Missing	Description
The name or	name	character	3	81.26 %	
type					
of the event (e.g.					
GAME_STARTS,					
GAME_ENDS).					
Reflects	position_delta	numeric	3	0.00 %	
position change:					
1 for a 'buy'					
(increase), -1					
for a 'sell'					
(decrease), and					
0 for no change.					
Cumulative	position	numeric	2	0.00 %	
trading position	•				
per participant					
per round,					
based on net					
buys and sells.					
Previous tick's	position_lag	numeric	2	0.00 %	
trading position					
for each					
participant and					
round.					
Price at which	purchase_price	numeric	32	0.00 %	
the current	pp		32	0.00 /0	
position was					
taken, carried					
forward until					
the next					
position change.					
The financial	capital_gains	numeric	44	0.00 %	
gain calculated	capital_game	namene		0.00 /0	
for each					
transaction,					
determined by					
subtracting the					
purchase price					
of an asset from					
its selling price					
Indicates if a	red_alert_L1	numeric	2	0.00 %	
red alert	rea_alert_E1	numerie	2	0.00 /0	
(downward					
price trend					
signal) was					
triggered in the					
previous tick for					
the same					
participant and					
round.					
. Juliu.					

Label	Variable	Class	# unique values	Missing	Description
-			values 2		Describrion
Indicates if a red alert was	red_alert_L2	numeric	2	0.00 %	
triggered two					
ticks ago for					
the same					
participant and					
round.					
Indicates if a	red_alert_L3	numeric	2	0.00 %	
red alert was					
triggered three ticks ago for					
the same					
participant and					
round.					
Indicates if a	green_alert_L1	numeric	2	0.00 %	
green alert					
(upward price					
trend signal)					
was triggered in					
the previous tick for the					
same					
participant and					
round.					
Indicates if a	green_alert_L2	numeric	2	0.00 %	
green alert was					
triggered two					
ticks ago for					
the same					
participant and round.					
Indicates if a	green_alert_L3	numeric	2	0.00 %	
green alert was	green_uiert_L3	numene	2	0.00 /0	
triggered three					
ticks ago for					
the same					
participant and					
round.				0.00.0/	
name of the	player.block_name	character	4	0.00 %	
block (specific experimental					
condition for					
this					
round/trading					
day)					
Age of the	player.age	numeric	6	0.00 %	
player.					
Payoff for the	player.payoff	numeric	4	0.00 %	
player in this					
round Gender of the	player.gender	character	2	0.00 %	
player.	piayer.genuci	Citat dCtCl	۷	0.00 /0	
pidyer.					

			# unique		
Label	Variable	Class	values	Missing	Description
Did you take any course focused on financial markets	player.course_financial	numeric	2	0.00 %	
Do you have any trading experience?	player.trading_experience	numeric	2	0.00 %	
Do you use mobile trading apps?	player.online_trading_experience	numeric	2	0.00 %	
A binary indicator where 1 represents participants who were in specific game blocks ("block 3 (G second)" or "block 4 (G second)") or 0 otherwise	ingame_experience	numeric	2	0.00 %	
Indicates if a round is gamified (1) or not (0), based on round and block criteria.	gamified	numeric	2	0.00 %	
Marks a round as salient (1) or non-salient (0), depending on the specific round and block combination.	salient	numeric	2	0.00 %	
A participant's assessment of the likelihood of the stock price increasing, provided both before trading begins and midway through the trading day, in response to the question "How likely is the stock to go up next?"	prediction	numeric	5	0.00 %	

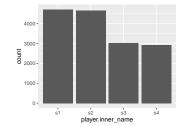
			# unique		
Label	Variable	Class	values	Missing	Description
Normalized measure of how closely a participant's prediction aligns with the perceived probability.	prediction_accuracy	numeric	4	0.00 %	
Self-reported assessment of the player's knowledge in trading	player.knowledge	numeric	10	0.00 %	
Participant's average normalized accuracy of first-tick predictions.	accuracy_pred_zero	numeric	3	0.00 %	

#### Variable list

#### player.inner\_name

Internal (abbreviated) treatment name

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	4
Mode	"s1"

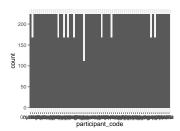


• Observed factor levels: "s1", "s2", "s3", "s4".

#### participant\_code

Unique participant code

Result
character
0 (0 %)
71
"Onyvn1ih"



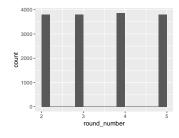
• Observed factor levels: "0nyvn1ih", "0ysr1j7s", "1c9lzru0", "1f2rfly4", "2f9gqu83", "34e7d6u1", "3cbm3sys", "41x3lsag", "5c7udvpd", "5gtepg45", "5kbeb2zm", "5wgi88t6", "5ymfsw49", "7eu86eyg", "7jonfg2l", "7qzgrb99", "8vfnqphr", "8vrmmtmo", "93y42seh", "9xz1zuoz", "aqvtf4p9", "b8u4u74w", "bgjp13q8", "bi2jfx42", "bi5jp617", "bsjfe8ds", "cj9n1uj4", "dhiqzueo", "fcp9s0do", "fizyhuoi", "g4ux0ytr", "galec1ga", "gcs54w3b", "gnzz7gc4",

"gy1a20qq", "hre8fq8i", "i6yb4yej", "in3zb9k3", "iwam94ip", "izacs7fd", "j127swcg", "k744ov5s", "l1c1hcmk", "leux5m59", "lw8audd5", "mbj7g6v1", "mi0088eg", "nlp1gb1k", "op23dxig", "ot80gep3", "p4esvzkg", "pb727kvg", "pg5m7phh", "pgdv91vz", "px6py4fl", "q5w3ghvj", "qzgbjdzz", "r6br4dt3", "rishpgae", "s1qm3487", "sxogauy0", "v3ju8jv9", "vha118yy", "vjy9du3z", "vrwqe4da", "wpwzt9j0", "wrahuh7u", "y0d7uk3z", "yq3wii2n", "yt3h0how", "zzc584nm".

#### round\_number

Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

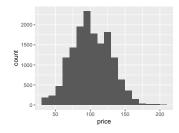
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	4
1st and 3rd quartiles	3; 4
Min. and max.	2; 5



#### price

Stock price at a given tick

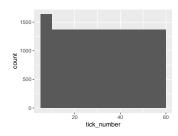
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	35
Median	100
1st and 3rd quartiles	85; 125
Min. and max.	30; 210



#### tick\_number

The specific tick (time point) in the trading day (round) when the event occurred.

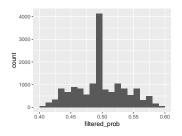
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	56
Median	32.5
1st and 3rd quartiles	18.75; 46.25
Min. and max.	5; 60



#### filtered\_prob

the probability of a price movement in a favorable direction as determined by a Markovian model of price changes.

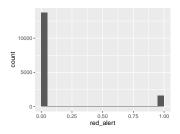
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	225
Median	0.5
1st and 3rd quartiles	0.47; 0.52
Min. and max.	0.41; 0.59



#### red\_alert

A binary indicator that flags a sequence where the price has decreased for three consecutive ticks within the same round. It is set to 1 only for the first tick in such a sequence, indicating the initiation of a downward trend.

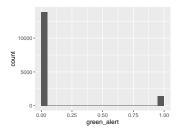
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



#### green\_alert

Similar to red\_alert, but for upward trends. It flags when the price has increased for three consecutive ticks within a round. The indicator is set to 1 only for the first tick in such a sequence, signaling the start of an upward price movement.

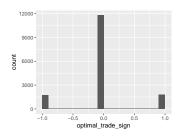
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



## optimal\_trade\_sign

Adjusted trade sign, neutralized at the first instance when cumulative position equals or exceeds 2, then follows original trade sign.

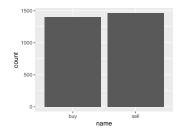
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	-1; 1



#### name

The name or type of the event (e.g. GAME\_STARTS, GAME\_ENDS).

Feature	Result
Variable type	character
Number of missing obs.	12423 (81.26 %)
Number of unique values	2
Mode	"sell"

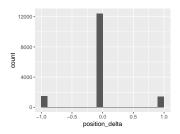


• Observed factor levels: "buy", "sell".

## position\_delta

Reflects position change: 1 for a 'buy' (increase), -1 for a 'sell' (decrease), and 0 for no change.

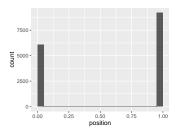
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	-1; 1



#### position

Cumulative trading position per participant per round, based on net buys and sells.

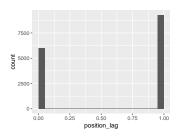
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1
Number of missing obs. Number of unique values Median 1st and 3rd quartiles	0 (0 %) 2 1 0; 1



## position\_lag

Previous tick's trading position for each participant and round.

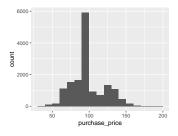
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



## purchase\_price

Price at which the current position was taken, carried forward until the next position change.

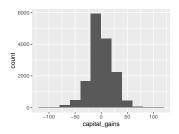
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	32
Median	100
1st and 3rd quartiles	85; 110
Min. and max.	35; 200



#### capital\_gains

The financial gain calculated for each transaction, determined by subtracting the purchase price of an asset from its selling price

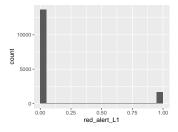
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	44
Median	0
1st and 3rd quartiles	-10; 15
Min. and max.	-110; 110



# red\_alert\_L1

Indicates if a red alert (downward price trend signal) was triggered in the previous tick for the same participant and round.

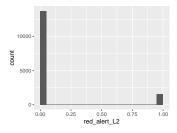
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



# red\_alert\_L2

Indicates if a red alert was triggered two ticks ago for the same participant and round.

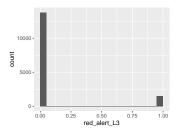
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



## red\_alert\_L3

Indicates if a red alert was triggered three ticks ago for the same participant and round.

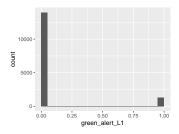
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



#### green\_alert\_L1

Indicates if a green alert (upward price trend signal) was triggered in the previous tick for the same participant and round.

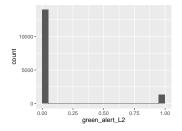
Result
numeric
0 (0 %)
2
0
0; 0
0; 1



# green\_alert\_L2

Indicates if a green alert was triggered two ticks ago for the same participant and round.

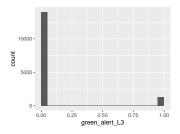
lt
c
)
2
0
0
1



### green\_alert\_L3

Indicates if a green alert was triggered three ticks ago for the same participant and round.

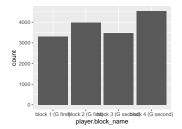
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



## player.block\_name

name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	4
Mode	"block 4 (G second)"

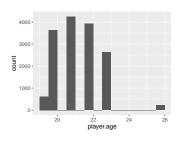


• Observed factor levels: "block 1 (G first)", "block 2 (G first)", "block 3 (G second)", "block 4 (G second)".

## player.age

Age of the player.

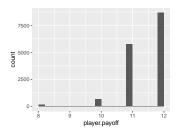
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	6
Median	21
1st and 3rd quartiles	20; 22
Min. and max.	19; 26



# player.payoff

Payoff for the player in this round

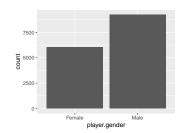
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	12
1st and 3rd quartiles	11; 12
Min. and max.	8; 12



## player.gender

Gender of the player.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"Male"

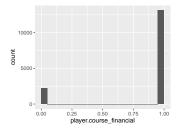


• Observed factor levels: "Female", "Male".

## player.course\_financial

Did you take any course focused on financial markets

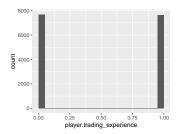
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



### player.trading\_experience

Do you have any trading experience?

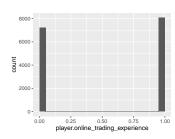
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



## player.online\_trading\_experience

Do you use mobile trading apps?

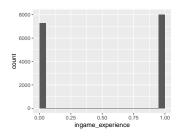
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



### ingame\_experience

A binary indicator where 1 represents participants who were in specific game blocks ("block 3 (G second)" or "block 4 (G second)") or 0 otherwise

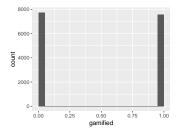
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



### gamified

Indicates if a round is gamified (1) or not (0), based on round and block criteria.

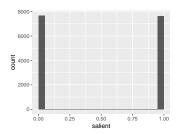
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



#### salient

Marks a round as salient (1) or non-salient (0), depending on the specific round and block combination.

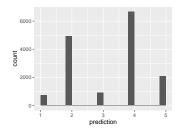
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



## prediction

A participant's assessment of the likelihood of the stock price increasing, provided both before trading begins and midway through the trading day, in response to the question "How likely is the stock to go up next?"

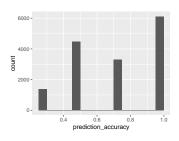
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5
1st and 3rd quartiles	,



## prediction\_accuracy

Normalized measure of how closely a participant's prediction aligns with the perceived probability.

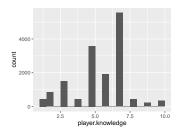
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	0.75
1st and 3rd quartiles	0.5; 1
Min. and max.	0.25; 1



#### player.knowledge

Self-reported assessment of the player's knowledge in trading

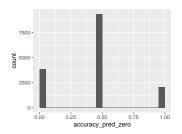
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	10
Median	6
1st and 3rd quartiles	5; 7
Min. and max.	1; 10



#### accuracy\_pred\_zero

Participant's average normalized accuracy of first-tick predictions.

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0.5
1st and 3rd quartiles	0; 0.5
Min. and max.	0; 1



#### Report generation information:

- Created by: Philipp Chapkovski (username: chapkovski).
- Report creation time: Tue Nov 21 2023 21:15:35
- Report was run from directory: /Users/chapkovski
- dataMaid v1.4.1 [Pkg: 2021-10-08 from CRAN (R 4.2.0)]
- R version 4.2.1 (2022-06-23).
- Platform: aarch64-apple-darwin20 (64-bit)(macOS 14.1).
- Function call: dataMaid::makeDataReport(data = df, mode = c("summarize", "visualize", "check"),
  smartNum = FALSE, file = "panel\_tick\_data\_uoft.csv", replace = T, openResult = F,
  checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels",
  labelled = "showAllFactorLevels", haven\_labelled = "showAllFactorLevels", numeric
  = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals
  = Inf, codebook = TRUE, reportTitle = "panel\_tick\_data\_uoft.csv")