panel_trades_uoft.csv

Autogenerated data summary from dataMaid

2023-11-21 21:15:57

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	2865
Number of variables	53

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Unique identifier for each event recorded in the file.	**id**	numeric	2865	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 %	
The entity (likely the participant or system component) responsible for the event.	**owner**	character	273	0.00 %	
The name or type of the event (e.g. GAME_STARTS, GAME_ENDS).	**name**	character	2	0.00 %	
The exact time when the event occurred.	**timestamp**	POSIXct	2865	0.00 %	
The participant's balance at the time of the event.	**balance**	numeric	70	0.28 %	

Label	Variable	Class	# unique values	Missing	Description
The specific tick (time point) in the trading day (round) when the event occurred.	**tick_number**	numeric	54	0.00 %	
The number of transactions completed by the participant up to the point of this event.	**n_transactions**	numeric	39	0.00 %	
Unique participant code	**participant_code**	character	71	0.00 %	
Unique code identifying the experimental session during which the event occurred.	**session_code**	character	2	0.00 %	
The treatment applied during the session/event.	**treatment**	character	1	0.00 %	
player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	**player.intermediary_payoff**	numeric	39	0.00 %	
Internal (abbreviated) treatment name	**player.inner_name**	character	4	0.00 %	
Counts the number of times each round was initiated or restarted for each participant	**round_starts**	numeric	1	0.00 %	
Stock price at a given tick	**price**	numeric	35	0.00 %	
Lagged tick's price for the same participant and round	**price_shift**	numeric	33	8.69 %	

Label	Variable	Class	# unique values	Missing	Description
the direction of the trade made by the participant. If the trade is a 'buy,' it is coded as -1, and if the trade is a 'sell,' it is coded as 1.	**trade_direction**	numeric	2	0.00 %	
The financial gain calculated for each transaction, determined by subtracting the purchase price of an asset from its selling price	**capital_gains**	numeric	25	57.63 %	
The count of trades executed by a participant in the same round and tick	**trades_within_tick**	numeric	4	0.00 %	
the type of the previous trade (either 'buy' or 'sell') for the same participant within the same round.	**prev_name**	character	3	9.53 %	
Flags if a trade is the same type (buy or sell) as the previous one for a participant in the same round, with 1 indicating a repeated action and potential error.	**duplicate_order**	numeric	1	0.00 %	
Records the type of the first trade (either 'buy' or 'sell') made by each participant in each round.	**first_trade**	character	1	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
the probability of a price movement in a favorable direction as determined by a Markovian model of price changes.	**filtered_prob**	numeric	216	0.00 %	
Sum of absolute optimal trade signs per round, representing the total number of optimal trades.	**optimal_trade_count**	numeric	5	0.00 %	
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.	**red_alert**	numeric	2	0.00 %	
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.	**green_alert**	numeric	2	0.00 %	
name of the block (specific experimental condition for this round/trading day)	**player.block_name**	character	4	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Age of the player.	**player.age**	numeric	6	0.00 %	
Payoff for the player in this round	**player.payoff**	numeric	4	0.00 %	
Gender of the player.	**player.gender**	character	2	0.00 %	
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 %	
name of the block (specific experimental condition for this round/trading day)	**round_block**	character	16	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 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 %	
Participant's average normalized accuracy of first-tick predictions.	**accuracy_pred_zero**	numeric	3	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Self-reported assessment of the player's knowledge in trading	**player.knowledge**	numeric	10	0.00 %	
the difference between a participant's self-rated knowledge and their actual payoff, both normalized to a scale from 0 to 1	**overconfidence**	numeric	19	0.00 %	
The ratio of a participant's realized gains to their total recognized and unrealized gains within a round.	**PGR**	numeric	86	0.07 %	
The ratio of a participant's realized losses to their total recognized and unrealized losses within a round.	**PLR**	numeric	70	0.00 %	
The ratio of realized gains to the total of realized and paper gains during ticks where a green or red alert was triggered	**PGR_alerts**	numeric	13	7.40 %	
The ratio of realized losses to the total of realized and paper losses during ticks where a green or red alert was triggered	**PLR_alerts**	numeric	14	4.15 %	

Label	Variable	Class	# unique values	Missing	Description
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 %	
Normalized measure of how closely a participant's prediction aligns with the perceived probability.	**prediction_accuracy**	numeric	4	0.00 %	
Normalized value representing a participant's self-reported confidence in their prediction.	**prediction_confidence**	numeric	5	0.00 %	
If you could trade again, would you rather trade on a platform with Design #1 or Design #2?	**player.sr_prefs**	character	2	0.00 %	
If you could trade again, would you expect to make better decisions when the market looks as in Design #1 or #2?	**player.sr_better_decs**	character	2	0.00 %	
If you could trade again, would you prefer to be given an option between Design #1 and Design #2, or only trade on Design #1	**player.sr_better_have_option**	character	2	0.00 %	

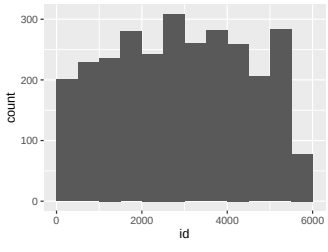
Label	Variable	Class	# unique values	Missing	Description
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Price notifications	**player.sr_notifications**	numeric	6	30.79 %	
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement badges	**player.sr_badges**	numeric	6	48.41 %	
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement messages and confetti	**player.sr_confetti**	numeric	6	48.41 %	

Variable list

id

Unique identifier for each event recorded in the file.

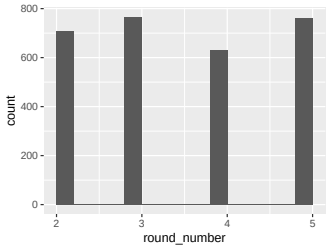
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2865
Median	2848
1st and 3rd quartiles	1600; 4279
Min. and max.	153; 5681



round_number

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

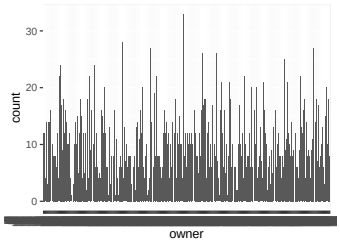
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	3
1st and 3rd quartiles	3; 5
Min. and max.	2; 5



owner

The entity (likely the participant or system component) responsible for the event.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	273
Mode	“Player object (1272)”



- Observed factor levels: "Player object (1004)", "Player object (1006)", "Player object (1008)", "Player object (1012)", "Player object (1014)", "Player object (1016)", "Player object (1017)", "Player object (1019)", "Player object (1024)", "Player object (1025)", "Player object (1026)", "Player object (1027)", "Player object (1028)", "Player object (1029)", "Player object (1030)", "Player object (1032)", "Player object (1033)", "Player object (1035)", "Player object (1038)", "Player object (1039)", "Player object (1040)", "Player object (1041)", "Player object (1043)", "Player object (1049)", "Player object (1050)", "Player object (1051)", "Player object (1052)", "Player object (1054)", "Player object (1055)", "Player object (1056)", "Player object (1058)", "Player object (1059)", "Player object (1060)", "Player object (1062)", "Player object (1063)", "Player object (1066)", "Player object (1067)", "Player object (1069)", "Player object (1071)", "Player object (1074)", "Player object (1075)", "Player object (1076)", "Player object (1080)", "Player object (1083)", "Player object (1090)", "Player object (1091)", "Player object (1094)", "Player object (1095)", "Player object (1100)", "Player object (1101)", "Player object (1103)", "Player object (1107)", "Player object (1108)", "Player object (1110)", "Player object (1112)", "Player object (1115)", "Player object (1116)", "Player object (1117)", "Player object (1118)", "Player object (1119)", "Player object (1124)", "Player object (1126)", "Player object (1128)", "Player object (1132)", "Player object (1134)", "Player object (1136)", "Player object (1137)", "Player object (1139)", "Player object (1140)", "Player object (1144)", "Player object (1145)", "Player object (1146)", "Player object (1147)", "Player object (1149)", "Player object (1150)", "Player object (1152)", "Player object (1153)", "Player object (1155)", "Player object (1158)", "Player object (1159)", "Player object (1160)", "Player object (1161)", "Player object (1163)", "Player object (1169)", "Player object (1170)", "Player object (1171)", "Player object (1172)", "Player object (1174)", "Player object (1176)", "Player object (1178)", "Player object (1179)", "Player object (1180)", "Player object (1182)", "Player object (1183)", "Player object (1186)", "Player object (1187)", "Player object (1189)", "Player object (1191)", "Player object (1193)", "Player object (1194)", "Player object (1195)", "Player object (1196)", "Player object (1200)", "Player object (1203)", "Player object (1211)", "Player object (1214)", "Player object (1215)", "Player object (1220)", "Player object (1221)", "Player object (1223)", "Player object (1227)", "Player object (1228)", "Player object (1230)", "Player object (1232)", "Player object (1235)", "Player object (1237)", "Player object (1238)", "Player object (1239)", "Player object (1244)", "Player object (1246)", "Player object (1248)", "Player object (1252)", "Player object (1254)", "Player object (1256)", "Player object (1257)", "Player object (1259)", "Player object (1260)", "Player object (1264)", "Player object (1265)", "Player object (1266)", "Player object (1267)", "Player object (1269)", "Player object (1270)", "Player object (1272)", "Player object (1273)", "Player object (1275)", "Player object (1278)", "Player object (1279)", "Player object (1280)", "Player object (1281)", "Player object (1283)", "Player object (1289)", "Player object (1290)", "Player object (1291)", "Player object (1292)", "Player object (1294)", "Player object (1295)", "Player object (1296)", "Player object (1298)", "Player object (1299)", "Player object (1300)", "Player object (1302)", "Player object (1303)", "Player object (1306)", "Player object (1307)", "Player object (1309)", "Player object (1311)", "Player object

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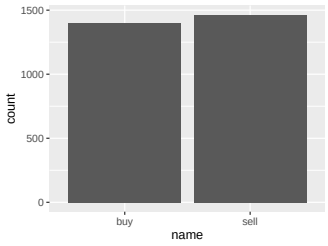
name

The name or type of the event (e.g. GAME_STARTS, GAME_ENDS).

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



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

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timestamp

The exact time when the event occurred.

- The variable is a key (distinct values for each observation).
- The variable has class POSIXct which is not supported by dataMaid.

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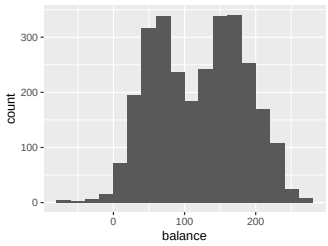
balance

The participant's balance at the time of the event.

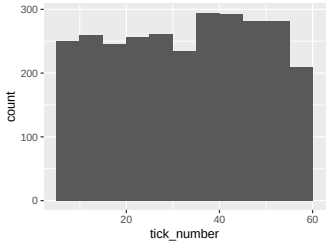
Feature	Result
Variable type	numeric
Number of missing obs.	8 (0.28 %)
Number of unique values	69
Median	130
1st and 3rd quartiles	65; 175
Min. and max.	-80; 280



tick_number

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

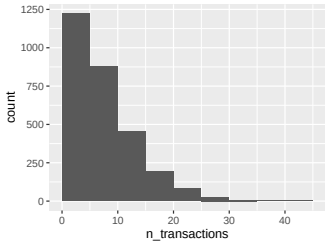
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	54
Median	34
1st and 3rd quartiles	20; 47
Min. and max.	6; 60



n_transactions

The number of transactions completed by the participant up to the point of this event.

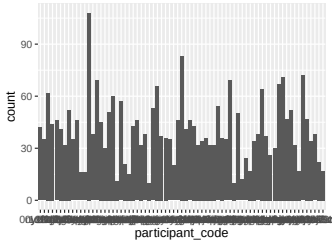
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	39
Median	6
1st and 3rd quartiles	3; 11
Min. and max.	1; 44



participant_code

Unique participant code

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	71
Mode	“5ymfsw49”



- 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".

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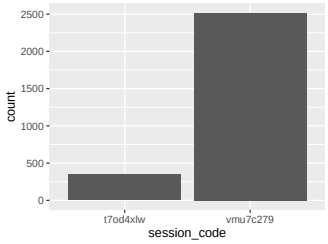
session_code

Unique code identifying the experimental session during which the event occurred.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"vmu7c279"



- Observed factor levels: "t7od4xlw", "vmu7c279".

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treatment

The treatment applied during the session/event.

- The variable only takes one (non-missing) value: "FULL STUDY". The variable contains 0 % missing observations.

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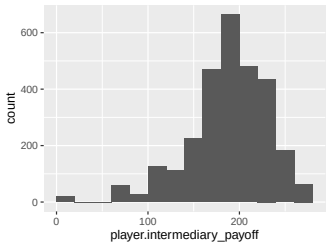
player.intermediary_payoff

player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	39
Median	195
1st and 3rd quartiles	170; 220
Min. and max.	0; 280



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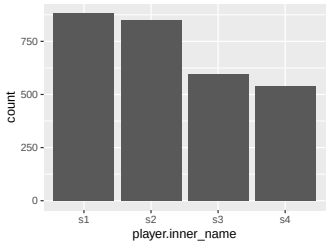
player.inner_name

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".

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round_starts

Counts the number of times each round was initiated or restarted for each participant

- The variable only takes one (non-missing) value: "1". The variable contains 0 % missing observations.

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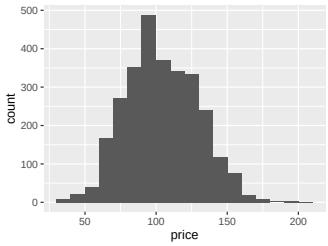
price

Stock price at a given tick

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	35
Median	105
1st and 3rd quartiles	90; 125
Min. and max.	30; 210



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price_shift

Lagged tick's price for the same participant and round

Feature	Result
Variable type	numeric
Number of missing obs.	249 (8.69 %)
Number of unique values	32
Median	105
1st and 3rd quartiles	90; 125
Min. and max.	30; 210

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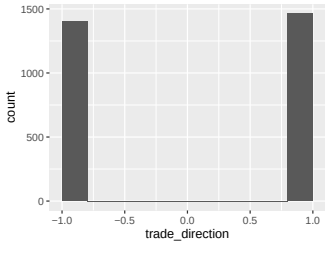
trade_direction

the direction of the trade made by the participant. If the trade is a 'buy,' it is coded as -1, and if the trade is a 'sell,' it is coded as 1.

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.	-1; 1



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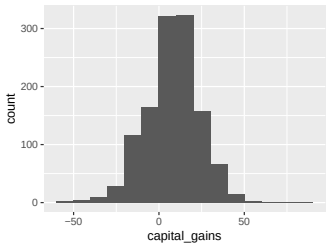
capital_gains

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

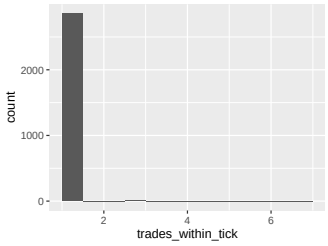
Feature	Result
Variable type	numeric
Number of missing obs.	1651 (57.63 %)
Number of unique values	24
Median	10
1st and 3rd quartiles	0; 20
Min. and max.	-60; 85



trades_within_tick

The count of trades executed by a participant in the same round and tick

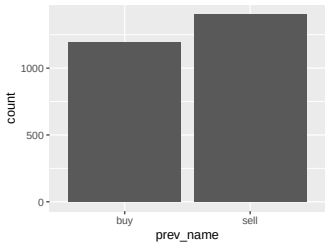
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	1; 7



prev_name

the type of the previous trade (either 'buy' or 'sell') for the same participant within the same round.

Feature	Result
Variable type	character
Number of missing obs.	273 (9.53 %)
Number of unique values	2
Mode	"sell"



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

duplicate_order

Flags if a trade is the same type (buy or sell) as the previous one for a participant in the same round, with 1 indicating a repeated action and potential error.

- The variable only takes one (non-missing) value: "0". The variable contains 0 % missing observations.

first_trade

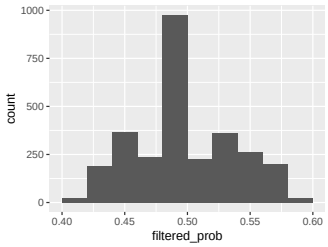
Records the type of the first trade (either 'buy' or 'sell') made by each participant in each round.

- The variable only takes one (non-missing) value: "sell". The variable contains 0 % missing observations.

filtered_prob

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

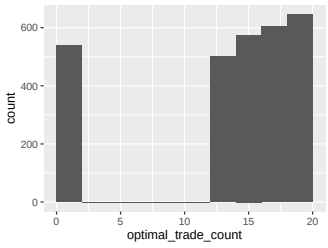
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	216
Median	0.5
1st and 3rd quartiles	0.47; 0.53
Min. and max.	0.41; 0.59



optimal_trade_count

Sum of absolute optimal trade signs per round, representing the total number of optimal trades.

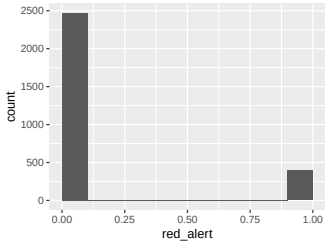
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	16
1st and 3rd quartiles	14; 17
Min. and max.	0; 19



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.

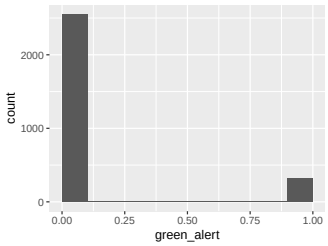
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



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.

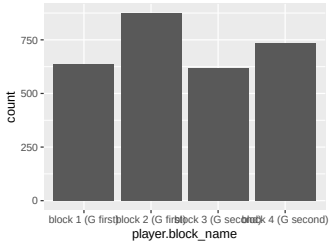
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1



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 2 (G first)”



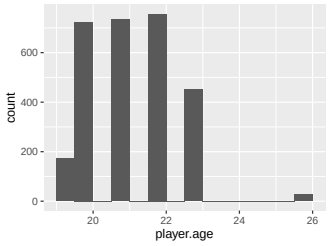
- Observed factor levels: "block 1 (G first)", "block 2 (G first)", "block 3 (G second)", "block 4 (G second)".

---

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



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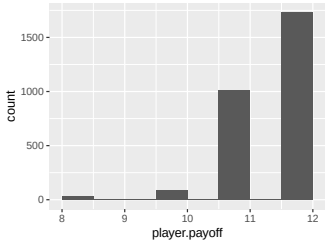
player.payoff

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



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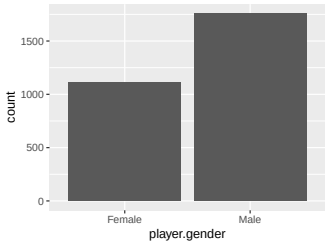
player.gender

Gender of the player.

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

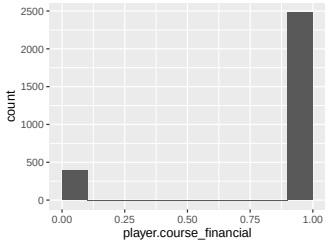


- Observed factor levels: "Female", "Male".

player.course_financial

Did you take any course focused on financial markets

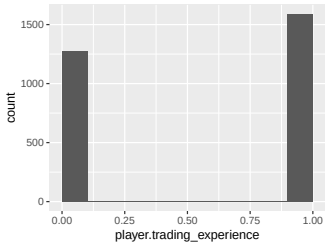
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



player.trading_experience

Do you have any trading experience?

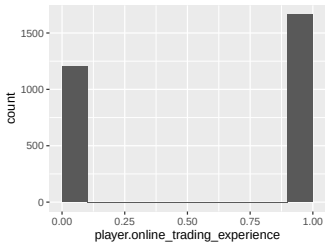
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.online_trading_experience

Do you use mobile trading apps?

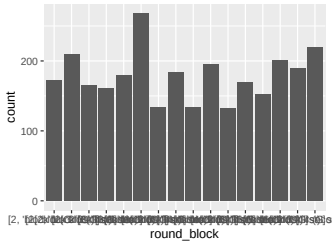
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



round_block

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	16
Mode	"[3, 'block 2 (G first)']"



- Observed factor levels: "[2, 'block 1 (G first)']", "[2, 'block 2 (G first)']", "[2, 'block 3 (G second)']", "[2, 'block 4 (G second)']", "[3, 'block 1 (G first)']", "[3, 'block 2 (G first)']", "[3, 'block 3 (G second)']", "[3, 'block 4 (G second)']", "[4, 'block 1 (G first)']", "[4, 'block 2 (G first)']", "[4, 'block 3 (G second)']", "[4, 'block 4 (G second)']", "[5, 'block 1 (G first)']", "[5, 'block 2 (G first)']", "[5, 'block 3 (G second)']", "[5, 'block 4 (G second)']".

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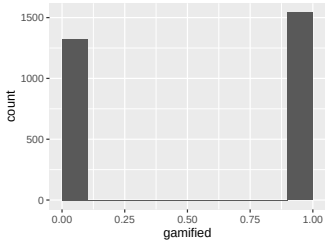
gamified

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	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



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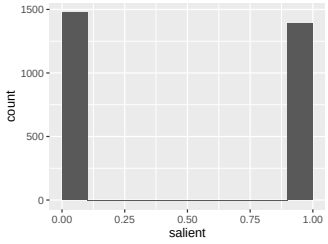
salient

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



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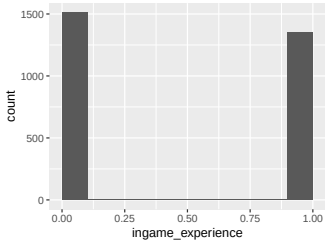
ingame_experience

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	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



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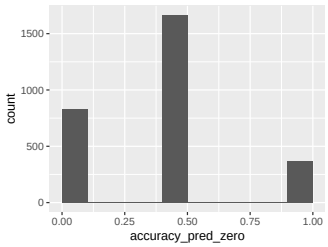
accuracy_pred_zero

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

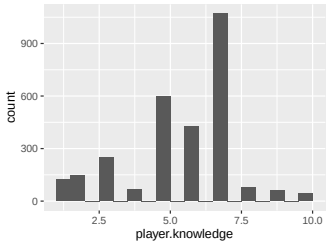
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0.5
1st and 3rd quartiles	0; 0.5
Min. and max.	0; 1



player.knowledge

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

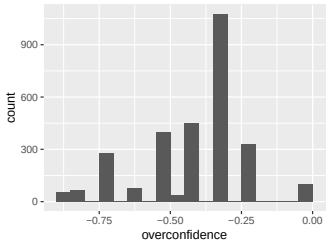
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	10
Median	6
1st and 3rd quartiles	5; 7
Min. and max.	1; 10



overconfidence

the difference between a participant's self-rated knowledge and their actual payoff, both normalized to a scale from 0 to 1

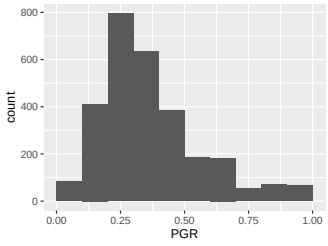
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	19
Median	-0.32
1st and 3rd quartiles	-0.5; -0.3
Min. and max.	-0.9; 0



PGR

The ratio of a participant's realized gains to their total recognized and unrealized gains within a round.

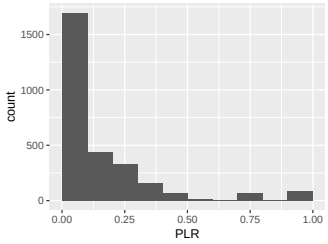
Feature	Result
Variable type	numeric
Number of missing obs.	2 (0.07 %)
Number of unique values	85
Median	0.33
1st and 3rd quartiles	0.25; 0.5
Min. and max.	0; 1



PLR

The ratio of a participant's realized losses to their total recognized and unrealized losses within a round.

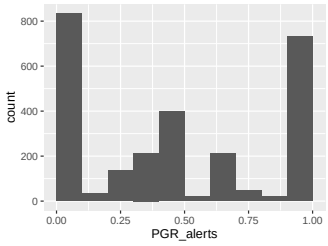
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	70
Median	0.07
1st and 3rd quartiles	0; 0.21
Min. and max.	0; 1



PGR_alerts

The ratio of realized gains to the total of realized and paper gains during ticks where a green or red alert was triggered

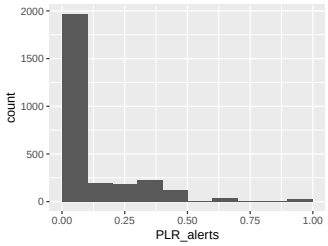
Feature	Result
Variable type	numeric
Number of missing obs.	212 (7.4 %)
Number of unique values	12
Median	0.5
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



PLR_alerts

The ratio of realized losses to the total of realized and paper losses during ticks where a green or red alert was triggered

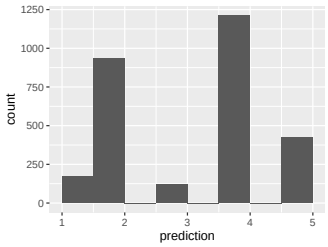
Feature	Result
Variable type	numeric
Number of missing obs.	119 (4.15 %)
Number of unique values	13
Median	0
1st and 3rd quartiles	0; 0.17
Min. and max.	0; 1



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?"

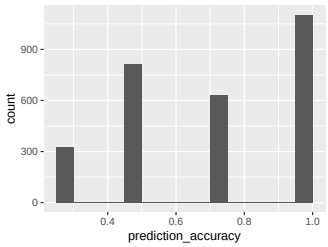
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	2; 4
Min. and max.	1; 5



prediction_accuracy

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

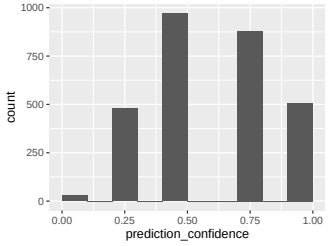
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	0.75
1st and 3rd quartiles	0.5; 1
Min. and max.	0.25; 1



prediction_confidence

Normalized value representing a participant's self-reported confidence in their prediction.

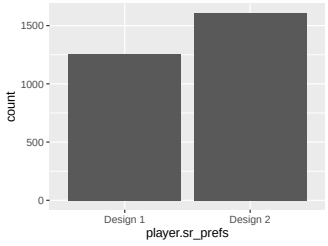
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	0.5
1st and 3rd quartiles	0.5; 0.75
Min. and max.	0; 1



player.sr_prefs

If you could trade again, would you rather trade on a platform with Design #1 or Design #2?

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	“Design 2”

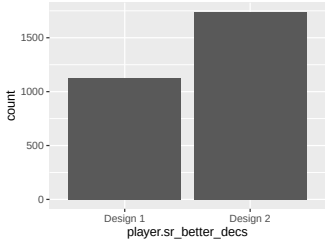


- Observed factor levels: "Design 1", "Design 2".

player.sr_better_decs

If you could trade again, would you expect to make better decisions when the market looks as in Design #1 or #2?

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	“Design 2”

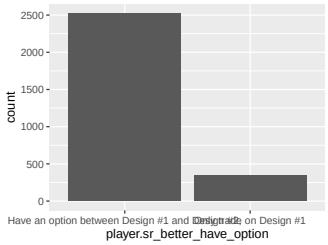


- Observed factor levels: "Design 1", "Design 2".

player.sr_better_have_option

If you could trade again, would you prefer to be given an option between Design #1 and Design #2, or only trade on Design #1

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"Have an option between Design #1 and Design #2,"



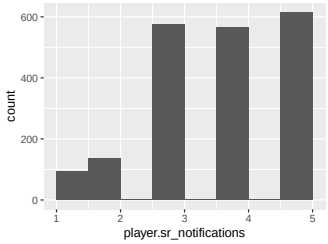
- Observed factor levels: "Have an option between Design #1 and Design #2,", "Only trade on Design #1".

---

player.sr_notifications

Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Price notifications

Feature	Result
Variable type	numeric
Number of missing obs.	882 (30.79 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



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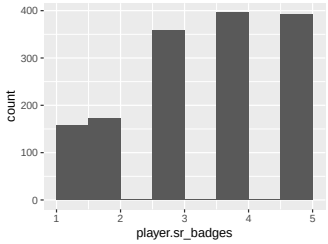
player.sr_badges

Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement badges

Feature	Result
Variable type	numeric
Number of missing obs.	1387 (48.41 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



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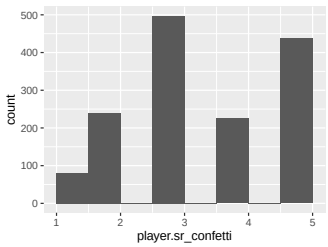
player.sr_confetti

Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement messages and confetti

Feature	Result
Variable type	numeric
Number of missing obs.	1387 (48.41 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



Report generation information:

- Created by: Philipp Chapkovski (username: chapkovski).
- Report creation time: Tue Nov 21 2023 21:15:57
- 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_trades_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_trades_uoft.csv")`