

trader_metadata_uoft.csv

Autogenerated data summary from dataMaid

2023-11-21 10:47:34

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	71
Number of variables	50

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Identifier for the participant within the session.	participant.id_in_session	numeric	68	0.00 %	
Not used; internal otree	participant._is_bot	numeric	1	0.00 %	
page index reached by a participant	participant._index_in_pages	numeric	1	0.00 %	
Not used; internal otree;	participant._max_page_index	numeric	1	0.00 %	
app reached by a participant	participant._current_app_name	character	1	0.00 %	
page name reached by a participant	participant._current_page_name	character	1	0.00 %	
Timestamp when the participant started the session (internally measured by oTree)	participant.time_started	POSIXct	71	0.00 %	
Not used; internal otree	participant.visited	numeric	1	0.00 %	
Not used; internal otree	participant.mturk_worker_id	logical	1	100.00 %	
Not used; internal otree	participant.mturk_assignment_id	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
Total payoff for the participant in the study.	participant.payoff	numeric	43	0.00 %	
Identifier for the player within their group;	player.id_in_group	numeric	68	0.00 %	
Not used;					
internal otree;					
Role assigned to the player in the study; Not used; internal otree	player.role	logical	1	100.00 %	
Payoff for the player in this round	player.payoff	numeric	4	0.00 %	
name of the block (specific experimental condition for this round/trading day)	player.block_name	character	4	0.00 %	
Treatment name	player.treatment_name	character	4	0.00 %	
Internal (abbreviated) treatment name	player.inner_name	character	4	0.00 %	
Boolean: whether a player gets notifications about price changes	player.notifications	numeric	2	0.00 %	
Boolean: hedonic dimension of gamification in platform	player.hedonic	numeric	2	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 %	

Label	Variable	Class	# unique values	Missing	Description
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 %	
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	30.99 %	
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	49.30 %	
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	49.30 %	
Gender of the player.	player.gender	character	2	0.00 %	
Age of the player.	player.age	numeric	6	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Nationality of the player.	player.nationality	character	6	0.00 %	
Educational background of the player.	player.education	character	3	0.00 %	
The major or field of study of the player.	player.study_major	character	3	0.00 %	
Did you take any course focused on financial markets	player.course_financial	numeric	2	0.00 %	
Have you been taken part in an experiment before?	player.experiment_before	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 %	
How often do you trade online?	player.trading_frequency	character	4	0.00 %	
How often do you check the value of your portfolio?	player.portfolio_frequency	character	5	0.00 %	
Which asset class do you trade the most?	player.asset_class	character	4	0.00 %	
Do you use leverage (e.g., trading on margin)?	player.use_leverage	character	3	0.00 %	
What do you think is the purpose of this study?	player.purpose	character	71	0.00 %	
Did you encounter any difficulty throughout the experiment?	player.difficulty	character	60	2.82 %	
Dump of various runtime variables associated with the participant	player.vars_dump	character	68	0.00 %	

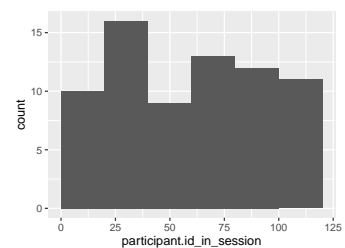
Label	Variable	Class	# unique values	Missing	Description
Identifier for the group within the subsession; ; Not used; internal otree;	group.id_in_subsession	numeric	1	0.00 %	
Round number	subsession.round_number	numeric	1	0.00 %	
Unique code identifying the session.	session.code	character	2	0.00 %	
Label of the session.	session.label	logical	1	100.00 %	
Not used; internal otree;	session.mturk_HITId	logical	1	100.00 %	
Not used; internal otree;	session.mturk_HITGroupId	logical	1	100.00 %	
Not used; internal otree;	session.comment	logical	1	100.00 %	
Boolean: true if it is not a real session, but has been run for testing or demo purposes	session.is_demo	numeric	1	0.00 %	
Final payoff in CAD	cad_payoff	numeric	26	0.00 %	

Variable list

participant.id_in_session

Identifier for the participant within the session.

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	68
Median	64
1st and 3rd quartiles	29.5; 91.5
Min. and max.	3; 120



participant._is_bot

Not used; internal otree

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

participant._index_in_pages

page index reached by a participant

- The variable only takes one (non-missing) value: "24". The variable contains 0 % missing observations.

participant._max_page_index

Not used; internal otree;

- The variable only takes one (non-missing) value: "23". The variable contains 0 % missing observations.
-

participant._current_app_name

app reached by a participant

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

participant._current_page_name

page name reached by a participant

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

participant.time_started

Timestamp when the participant started the session (internally measured by oTree)

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

participant.visited

Not used; internal otree

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

participant.mturk_worker_id

Not used; internal otree

- The variable only takes one value: "NA".
-

participant.mturk_assignment_id

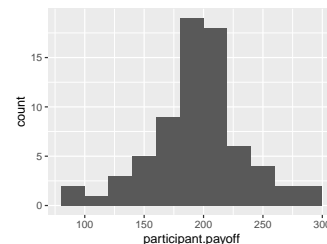
Not used; internal otree

- The variable only takes one value: "NA".
-

participant.payoff

Total payoff for the participant in the study.

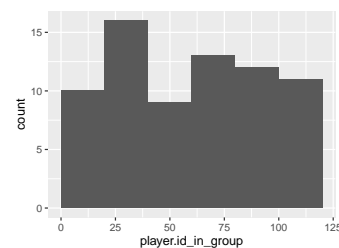
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	43
Median	196
1st and 3rd quartiles	174; 216
Min. and max.	92; 291



player.id_in_group

Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	68
Median	64
1st and 3rd quartiles	29.5; 91.5
Min. and max.	3; 120



player.role

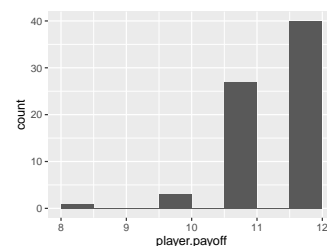
Role assigned to the player in the study; Not used; internal otree

- The variable only takes one value: "NA".

player.payoff

Payoff for the player in this round

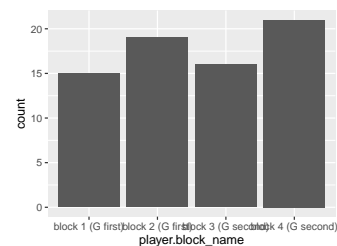
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	12
1st and 3rd quartiles	11; 12
Min. and max.	8; 12



player.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)"

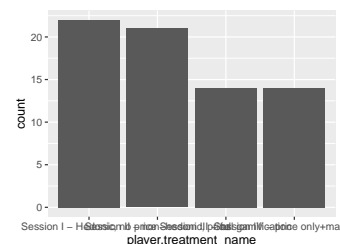


- Observed factor levels: "block 1 (G first)", "block 2 (G first)", "block 3 (G second)", "block 4 (G second)".

player.treatment_name

Treatment name

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	4
Mode	"Session I - Hedonic, no price"

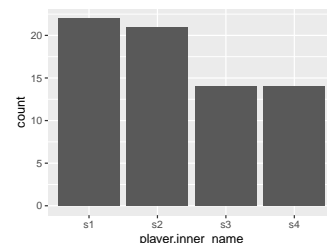


- Observed factor levels: "Session I - Hedonic, no price", "Session II - non-hedonic, price", "Session III - full gamification", "Session IV - price only+martingale".

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"

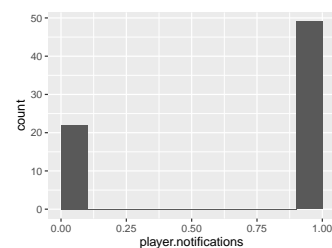


- Observed factor levels: "s1", "s2", "s3", "s4".

player.notifications

Boolean: whether a player gets notifications about price changes

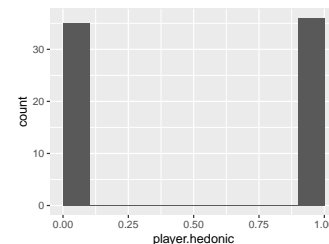
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.hedonic

Boolean: hedonic dimension of gamification in platform

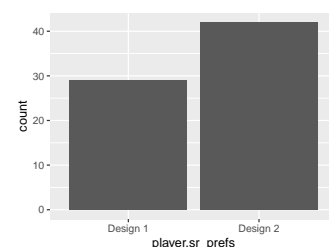
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.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"

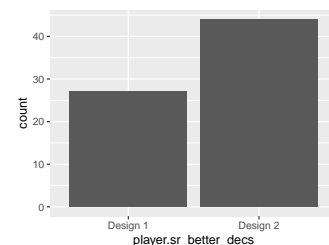


- Observed factor levels: "Design 1", "Design 2".

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"

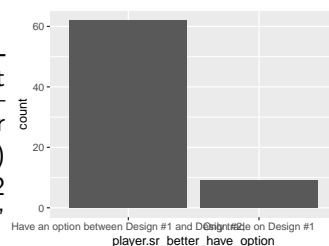


- Observed factor levels: "Design 1", "Design 2".

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,"

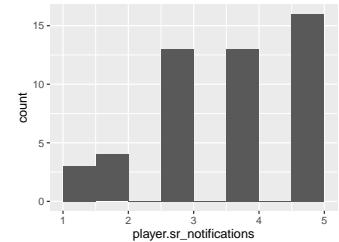


- Observed factor levels: "Have an option between Design #1 and Design #2", "Only trade on Design #1".

player.sr_notifications

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

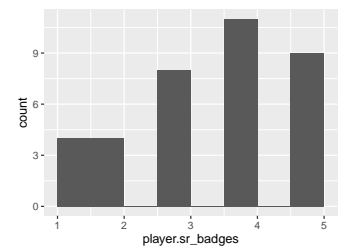
Feature	Result
Variable type	numeric
Number of missing obs.	22 (30.99 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



player.sr_badges

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

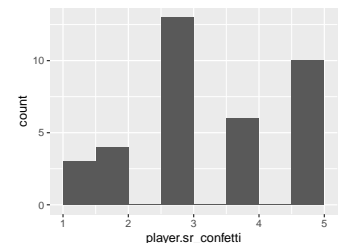
Feature	Result
Variable type	numeric
Number of missing obs.	35 (49.3 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4.25
Min. and max.	1; 5



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

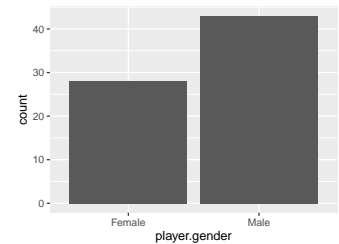
Feature	Result
Variable type	numeric
Number of missing obs.	35 (49.3 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



player.gender

Gender of the player.

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

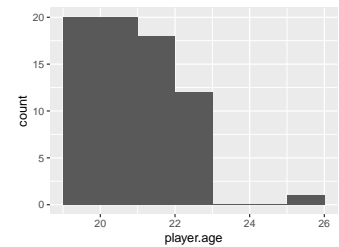


- Observed factor levels: "Female", "Male".

player.age

Age of the player.

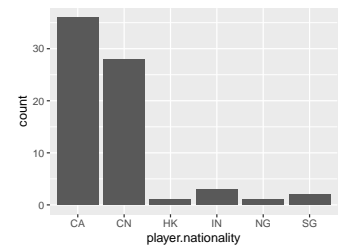
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	6
Median	21
1st and 3rd quartiles	20; 22
Min. and max.	19; 26



player.nationality

Nationality of the player.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	6
Mode	"CA"

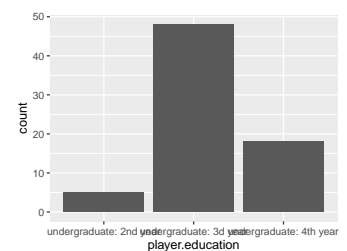


- Observed factor levels: "CA", "CN", "HK", "IN", "NG", "SG".

player.education

Educational background of the player.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	3
Mode	"undergraduate: 3d year"

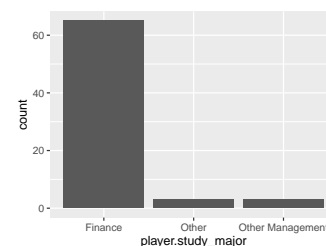


- Observed factor levels: "undergraduate: 2nd year", "undergraduate: 3d year", "undergraduate: 4th year".

player.study_major

The major or field of study of the player.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	3
Mode	"Finance"

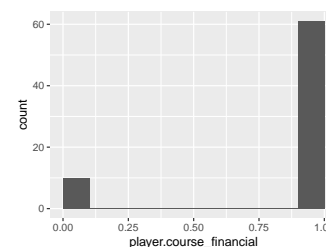


- Observed factor levels: "Finance", "Other", "Other Management".

player.course_financial

Did you take any course focused on financial markets

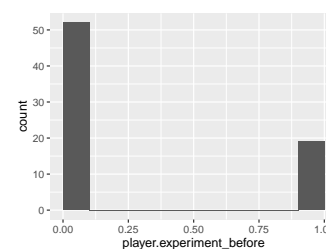
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



player.experiment_before

Have you been taken part in an experiment before?

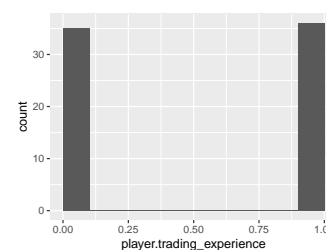
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.trading_experience

Do you have any trading experience?

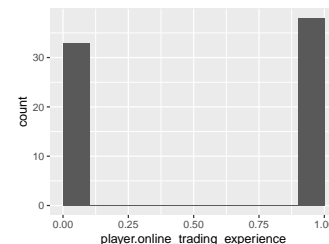
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.online_trading_experience

Do you use mobile trading apps?

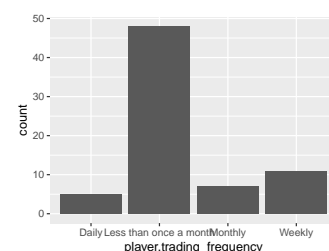
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.trading_frequency

How often do you trade online?

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	4
Mode	"Less than once a month"

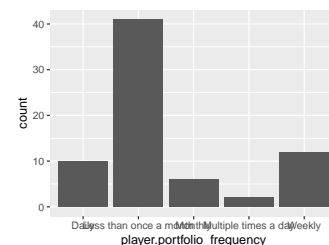


- Observed factor levels: "Daily", "Less than once a month", "Monthly", "Weekly".

player.portfolio_frequency

How often do you check the value of your portfolio?

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	5
Mode	"Less than once a month"

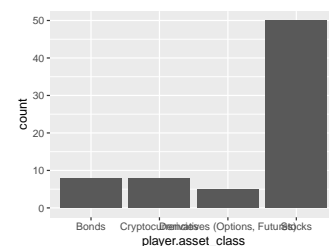


- Observed factor levels: "Daily", "Less than once a month", "Monthly", "Multiple times a day", "Weekly".

player.asset_class

Which asset class do you trade the most?

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

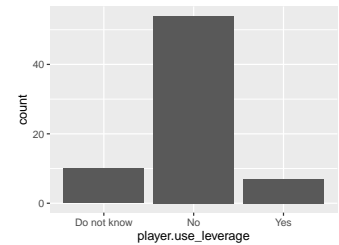


- Observed factor levels: "Bonds", "Cryptocurrencies", "Derivatives (Options, Futures)", "Stocks".

player.use_leverage

Do you use leverage (e.g., trading on margin)?

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	3
Mode	"No"



- Observed factor levels: "Do not know", "No", "Yes".

player.purpose

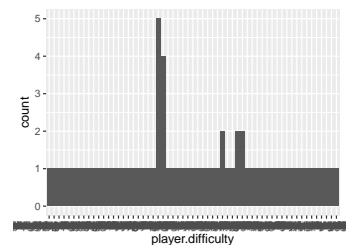
What do you think is the purpose of this study?

- The variable is a key (distinct values for each observation).

player.difficulty

Did you encounter any difficulty throughout the experiment?

Feature	Result
Variable type	character
Number of missing obs.	2 (2.82 %)
Number of unique values	59
Mode	"no"



- Observed factor levels: "Chueh Jiaying 1006986068 (Cathy)", "Determining when to wait it out and when to buy/sell in hopes to buy low, sell high", "I don't know what to do at the beginning, after a round, I am familiar with the market trading and knowing how to see the trends of the stock", "I encountered a bit of a difficulty when choosing when to buy and sell, I wasn't sure when the price would go up or down which is the reality when it comes to stocks.", "I encountered no difficulties in this experiment, everything was explained thoroughly in the instructions.", "I encountered some difficulty understanding how the trading process works. Name: Linda Tamim Student number: 1007166193", "I feel its hard to makestrategic decisions on when to buy or sell the virtual stock based on the observed price changes and the assessments of the stock's likelihood to go up or down. Name: Ruohong Ou 1007040202", "I found it difficult to forecast what was going to happen next at the very beginning but I was figuring it our towards the end when I had more information. Also I did not like the achievements they distracted me.", "i have not everything was clear and concise", "I often miss the best time to buy and sell.", "I was a bit confused but overall no.", "In the beginning of the experiment, I was not familiar with how the platform works and was still trying to observe the trends of the stock, leading me to loss some opportunities to buy the stock when the price is low in oder to gain more profit.", "In the beginning, I wasn't sure how and when to make trades.", "It is really hard for me to forecast the stock price trend. I always think the stock price will fall when the price increases. So I am difficult to gain a return. Linting Zhang 1006095707", "It is really hard to predict the trend of the stock. I always think the stock price fall when it increases. So it isn't easy to gain profit.", "It was a bit long and I found it difficult to not know how much time I had during each round of the trading. The instructions in the beginning were also quite lengthy as they were mostly text and one one page, so if it was broken down into different pages and more visual I could have read the instructions and understood them faster. I found it fun though that I naturally found my risk-preference and could kind of "extract" a fundamental value of the securities I was

trading just by seeing what value was being fluctuated around. I found it difficult to snap out of the short-term trading mode especially when I was being "rewarded" for higher quantity of trades, so when I could have held on to my long position and ridden out the wave, I traded it instead because I was in short-term mode.", "It was difficult to predict stock price movements and when the state of the economy switched", "It's bit hard for trading beginner to understand all the rules and stuff, but it's very fun.", "It's hard to really predict the right time to buy and sell, and the temptation to wait for the highest or lowest point leads to losses.", "jialan wang 1005970763", "Jiecheng Huang 1006144851 In the beginning, I was not sure what trading strategy to use (i.e., when to buy or sell). Many times, when I bought the asset, the price started to go down. And when I sold the asset, the price started to go up. Since we were limited to 1 position, I might have to wait for a long time until the price reached the desired level to execute my next trade.", "Mgt330 FangZihao 1008205194", "no", "No", "No name: Tianyi Zhao student number: 1006729453", "no Queenie Sin Yin Lo 1006552650", "No Student name: Zexuan Liu", "No, I did not encounter any difficulties throughout the experiment", "No, I have not encountered any difficulty throughout the experiment. Gayatri Kommera (1005918447)", "No, it went smoothly.", "No, the instructions were succinct and I am also familiar with the mechanics of a stock market.", "No, this experiment is simple", "No.", "No. Anik Sachdeva, 1007300993", "None.", "nope", "Not at all, really easy to learn.", "Not really One thing I did notice was thinking that it would be easier to control your emotions while doing this process but sometimes you hold the stock hoping it would go up because you are making a loss or aren't happy that you could have made \$30 dollars on a trade but you didn't sell and now your profit is \$20", "Not really.", "One of the challenges could be understanding the investment landscape, including the various types of investments available and the associated risks and benefits.", "some rounds did not show the price when I buy the stock", "Student name: XINYI TAN Student number: 1006972180", "The first round I found quite difficult, but then I slowly began to use a technique which earned me some more money in the later rounds.", "The first time when I played it, the time goes so fast that I didn't know what should I do until I saw the sell and buy button It's hard to make decisions whether to buy or sell when the price goes up and down. Other than that, I think the design of the experiment is perfect and is easy to understand.", "The only difficulty I would encounter would be that once the period "trading begins" occurs, I am not given enough reaction time to decide to sell the stock that I am automatically holding. Furthermore, another difficulty is that we are not allowed to short stocks and are only given the choice of being able to long stocks. I think it causes a lot of missed profit opportunities.", "The task was straightforward and easy to understand and the game functioned well. also my student number is 1007129732", "There is no way to judge the investment trend well. When it exceeds my expectation, I cannot control my emotions well. Student Name: Kaifei Dai Student number: 1006057507", "This is difficulty, because in real life I don't need to use all my money to buy or sell at once, I can make a call when the price falls. Zhuoqun Yi, 1006229555", "To eliminate unrated trading decisions, I designed and strictly followed a rough strategy that buys the stock when there is an increase and sells the stock when there is a decrease. Under this strategy, the expected return in a good state is 1.22 per transaction, and the expected return is negative 0.8182 in a bad state. Since we avoid losses on continuous decreases, the overall expected return is about 0.4 per transaction. However, during the last round, there were many bounce backs in prices. Therefore, there was a large drawdown.", "When I picked equally likely or unlikely on the slider bar, it would not let me submit. I had to move the slider away from my choice and reselect to move on. Otherwise, I did not encounter any issues while doing the experiment.", "When the stock reaches the highest level, people always want to continue to hold positions. Human nature always believes that the stock will continue to rise, but when the rational analysis reaches a certain level, the stock price will hardly continue to increase. Therefore, it is an irrational decision not to cash out at the moment to obtain the maximum benefit.", "Yes", "yes, but not too much", "Yes, first of all, I am not really sure how to do can make my profit better. I am not really understand the rules.", "Yes, it is difficult to identify the economy until several price changes happen", "Yes, somewhat confused about instructions regarding the term "period" when asked in prediction. Not sure if "period" means the next price update or the within the next round.", "yes, there is no reference to news and other factors, the growth and decline of stocks are completely irregular", "Yes. The prediction of stock prices (obviously). Nothing else related to the formatting and logistics.", "Yuqing Sun 1004525775".

player.vars_dump

Dump of various runtime variables associated with the participant


```

"trading_payoff": 225}", {"treatments": [true, false], "payable_round": 3, "treatment": "s2", "martingale": false,
"trading_payoff": 280}", {"treatments": [true, false], "payable_round": 3, "treatment": "s4", "martingale": true,
"trading_payoff": 205}", {"treatments": [true, false], "payable_round": 4, "treatment": "s1", "martingale": false,
"trading_payoff": 125}", {"treatments": [true, false], "payable_round": 4, "treatment": "s1", "martingale": false,
"trading_payoff": 175}", {"treatments": [true, false], "payable_round": 4, "treatment": "s1", "martingale": false,
"trading_payoff": 185}", {"treatments": [true, false], "payable_round": 4, "treatment": "s1", "martingale": false,
"trading_payoff": 190}", {"treatments": [true, false], "payable_round": 4, "treatment": "s1", "martingale": false,
"trading_payoff": 80}", {"treatments": [true, false], "payable_round": 4, "treatment": "s2", "martingale": false,
"trading_payoff": 135}", {"treatments": [true, false], "payable_round": 4, "treatment": "s2", "martingale": false,
"trading_payoff": 145}", {"treatments": [true, false], "payable_round": 4, "treatment": "s2", "martingale": false,
"trading_payoff": 170}", {"treatments": [true, false], "payable_round": 4, "treatment": "s2", "martingale": false,
"trading_payoff": 185}", {"treatments": [true, false], "payable_round": 4, "treatment": "s4", "martingale": true,
"trading_payoff": 155}", {"treatments": [true, false], "payable_round": 4, "treatment": "s4", "martingale": true,
"trading_payoff": 180}", {"treatments": [true, false], "payable_round": 4, "treatment": "s4", "martingale": true,
"trading_payoff": 200}", {"treatments": [true, false], "payable_round": 4, "treatment": "s4", "martingale": true,
"trading_payoff": 210}", {"treatments": [true, false], "payable_round": 5, "treatment": "s1", "martingale": false,
"trading_payoff": 180}", {"treatments": [true, false], "payable_round": 5, "treatment": "s1", "martingale": false,
"trading_payoff": 230}", {"treatments": [true, false], "payable_round": 5, "treatment": "s2", "martingale": false,
"trading_payoff": 100}", {"treatments": [true, false], "payable_round": 5, "treatment": "s2", "martingale": false,
"trading_payoff": 205}", {"treatments": [true, false], "payable_round": 5, "treatment": "s4", "martingale": true,
"trading_payoff": 160}", {"treatments": [true, false], "payable_round": 5, "treatment": "s4", "martingale": true,
"trading_payoff": 170}", {"treatments": [true, false], "payable_round": 5, "treatment": "s4", "martingale": true,
"trading_payoff": 205}"}

```

group.id_in_subsession

Identifier for the group within the subsession; ; Not used; internal otree;

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

subsession.round_number

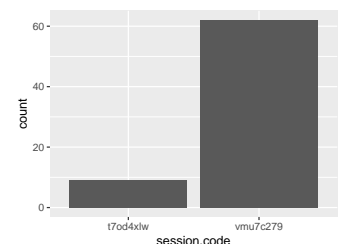
Round number

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

session.code

Unique code identifying the session.

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



- Observed factor levels: "t7od4x1w", "vmu7c279".

session.label

Label of the session.

- The variable only takes one value: "NA".
-

session.mturk_HITId

Not used; internal otree;

- The variable only takes one value: "NA".
-

session.mturk_HITGroupId

Not used; internal otree;

- The variable only takes one value: "NA".
-

session.comment

Not used; internal otree;

- The variable only takes one value: "NA".
-

session.is_demo

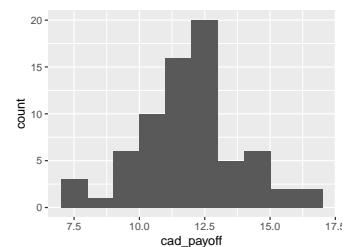
Boolean: true if it is not a real session, but has been run for testing or demo purposes

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

cad_payoff

Final payoff in CAD

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	26
Median	12
1st and 3rd quartiles	11; 13
Min. and max.	7; 16.75



Report generation information:

- Created by: Philipp Chapkovski (username: chapkovski).
- Report creation time: Tue Nov 21 2023 10:47:34
- Report was run from directory: /Users/chapkovski/Downloads
- 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 = "codebook_dftrader_metadata_uoft.csv.Rmd", replace = T, vol = glue("{fn}"), 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 = "trader_metadata_uof`