

Codebook for df

Autogenerated data summary from dataMaid

2023-11-17 18:02:13

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	4972
Number of variables	203

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Identifier for the participant within the session.	participant.id_in_session	numeric	2000	0.00 %	
Unique code for the participant in the study.	participant.code	character	4972	0.00 %	
label - used for storing and associating with prolific user id	participant.label	character	1088	78.14 %	
Not used; internal otree	participant._is_bot	numeric	1	0.00 %	
page index reached by a participant	participant._index_in_pages	numeric	20	0.00 %	
Not used; internal otree;	participant._max_page_index	numeric	3	0.00 %	
app reached by a participant	participant._current_app_name	character	4	73.55 %	
page name reached by a participant	participant._current_page_name	character	13	73.55 %	

Label	Variable	Class	# unique values	Missing	Description
Timestamp when the participant started the session (internally measured by oTree)	participant.time_started	POSIXct	1317	73.53 %	
Not used; internal otree	participant.visited	numeric	2	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 %	
Total payoff for the participant in the study.	participant.payoff	numeric	201	0.00 %	
Unique code identifying the session.	session.code	character	32	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	2	0.00 %	
The conversion rate from points earned in the session to real-world currency.	session.config.real_world_currency_per_point	numeric	2	0.00 %	
The frequency at which updates or 'ticks' occur in a trading or experimental session.	session.config.tick_frequency	numeric	1	0.00 %	
Configuration parameter indicating the time or conditions under which trading activities occur.	session.config.trading_at	numeric	1	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Configuration setting defining when predictions are made or required in the session.	session.config.prediction_at	numeric	1	0.00 %	
A flag or setting indicating whether the session is designed for Prolific participants.	session.config.for_prolific	numeric	2	0.00 %	
Configuration details about when awards or rewards are given out in the session.	session.config.awards_at	character	1	0.00 %	
The name or identifier of the training round as configured in the session.	session.config.training_round_name	character	1	0.00 %	
The fixed participation fee for the session	session.config.participation_fee	numeric	1	0.00 %	
The URL to redirect participants to after completing the session	session.config.prolific_redirect_url	character	2	0.00 %	
app: pretrade; round number: 1. Identifier for the player within their group; Not used; internal otree;	pretrade.1.player.id_in_group	numeric	2001	5.79 %	
app: pretrade; round number: 1. Role assigned to the player in the study; Not used; internal otree	pretrade.1.player.role	logical	1	100.00 %	
app: pretrade; round number: 1. Payoff for the player in this round	pretrade.1.player.payoff	numeric	2	5.79 %	

Label	Variable	Class	# unique values	Missing	Description
app: pretrade; round number: 1. The treatment applied during the session/event.	pretrade.1.player.treatment	character	5	73.75 %	
app: pretrade; round number: 1. Informs if the martingale pricing method was employed to generate the price	pretrade.1.player.martingale	numeric	3	73.75 %	
app: pretrade; round number: 1. Confirmation of the player's consent to participate in the study.	pretrade.1.player.consent	numeric	2	76.35 %	
app: pretrade; round number: 1. Self-reported assessment of the player's knowledge in trading	pretrade.1.player.knowledge	numeric	12	78.18 %	
app: pretrade; round number: 1. Comprehension check: question 1	pretrade.1.player.cq1	character	3	77.94 %	
app: pretrade; round number: 1. Comprehension check: question 2	pretrade.1.player.cq2	character	2	77.76 %	
app: pretrade; round number: 1. Comprehension check: question 4	pretrade.1.player.cq4	character	2	77.82 %	
app: pretrade; round number: 1. Comprehension check: question 5	pretrade.1.player.cq5	character	2	77.88 %	

Label	Variable	Class	# unique values	Missing	Description
Not used; internal otree; app: pretrade; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit. app: trader_wrapper; round number: 1. Identifier for the player within their group; Not used; internal otree; app: trader_wrapper; round number: 1. Role assigned to the player in the study; Not used; internal otree app: trader_wrapper; round number: 1. Payoff for the player in this round app: trader_wrapper; round number: 1. Informs if the martingale pricing method was employed to generate the price app: trader_wrapper; round number: 1. List of prices a participant observes during the specific trading day (round)	pretrade.1.group.id_in_subsession	numeric	2	5.79 %	
	pretrade.1.subsession.round_number	numeric	2	5.79 %	
	trader_wrapper.1.player.id_in_group	numeric	2001	3.38 %	
	trader_wrapper.1.player.role	logical	1	100.00 %	
	trader_wrapper.1.player.payoff	numeric	2	3.38 %	
	trader_wrapper.1.player.martingale	numeric	3	3.38 %	
	trader_wrapper.1.player.stock_prices_A	character	3	3.38 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 1. player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	trader_wrapper.1.player.intermediary_payoff	numeric	16	78.38 %	
app: trader_wrapper; round number: 1. Was the trading platform gamified in this round	trader_wrapper.1.player.gamified	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. Saliency (boolean)	trader_wrapper.1.player.salient	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. Boolean: whether a player gets notifications about price changes	trader_wrapper.1.player.notifications	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. Boolean: hedonic dimension of gamification in platform	trader_wrapper.1.player.hedonic	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. The treatment applied during the session/event.	trader_wrapper.1.player.treatment	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 1. which block of experimental condition was applied during this round	trader_wrapper.1.player.block	logical	1	100.00 %	
app: trader_wrapper; round number: 1. Was it a training (practicing) round	trader_wrapper.1.player.training	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. Timestamp marking the beginning of the player's participation in trading	trader_wrapper.1.player.start_time	logical	1	100.00 %	
app: trader_wrapper; round number: 1. Timestamp marking the end of the player's participation in trading	trader_wrapper.1.player.end_time	logical	1	100.00 %	
app: trader_wrapper; round number: 1. Was this round randomly selected for payment	trader_wrapper.1.player.payable_round	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. specific parameters of trading platform for this round	trader_wrapper.1.player.day_params	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 1. name of the block (specific experimental condition for this round/trading day)	trader_wrapper.1.player.block_name	character	5	3.38 %	
app: trader_wrapper; round number: 1. Treatment name	trader_wrapper.1.player.treatment_name	character	5	3.38 %	
app: trader_wrapper; round number: 1. treatment abbreviation (for internal use)	trader_wrapper.1.player.inner_treatment_name	character	5	3.38 %	
Not used; internal otree;	trader_wrapper.1.group.id_in_subsession	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	trader_wrapper.1.subsession.round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. The frequency of ticks (updates or events) within the subsession.	trader_wrapper.1.subsession.tick_frequency	numeric	2	3.38 %	
app: trader_wrapper; round number: 1. The maximum duration or length of the subsession.	trader_wrapper.1.subsession.max_length	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 1. The name or identifier of a particular round within the subsession.	trader_wrapper.1.subsession.round_name	character	2	3.38 %	
app: trader_wrapper; round number: 1. The adjusted round number	trader_wrapper.1.subsession.corrected_round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 2. Identifier for the player within their group; Not used; internal otree;	trader_wrapper.2.player.id_in_group	numeric	2001	3.38 %	
app: trader_wrapper; round number: 2. Role assigned to the player in the study; Not used; internal otree	trader_wrapper.2.player.role	logical	1	100.00 %	
app: trader_wrapper; round number: 2. Payoff for the player in this round	trader_wrapper.2.player.payoff	numeric	41	3.38 %	
app: trader_wrapper; round number: 2. Informs if the martingale pricing method was employed to generate the price	trader_wrapper.2.player.martingale	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. List of prices a participant observes during the specific trading day (round)	trader_wrapper.2.player.stock_prices_A	character	3	3.38 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 2. player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	trader_wrapper.2.player.intermediary_payoff	numeric	45	78.94 %	
app: trader_wrapper; round number: 2. Was the trading platform gamified in this round	trader_wrapper.2.player.gamified	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. Saliency (boolean)	trader_wrapper.2.player.salient	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. Boolean: whether a player gets notifications about price changes	trader_wrapper.2.player.notifications	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. Boolean: hedonic dimension of gamification in platform	trader_wrapper.2.player.hedonic	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. The treatment applied during the session/event.	trader_wrapper.2.player.treatment	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 2. which block of experimental condition was applied during this round	trader_wrapper.2.player.block	logical	1	100.00 %	
app: trader_wrapper; round number: 2. Was it a training (practicing) round	trader_wrapper.2.player.training	numeric	2	3.38 %	
app: trader_wrapper; round number: 2. Timestamp marking the beginning of the player's participation in trading	trader_wrapper.2.player.start_time	logical	1	100.00 %	
app: trader_wrapper; round number: 2. Timestamp marking the end of the player's participation in trading	trader_wrapper.2.player.end_time	logical	1	100.00 %	
app: trader_wrapper; round number: 2. Was this round randomly selected for payment	trader_wrapper.2.player.payable_round	numeric	3	3.38 %	
app: trader_wrapper; round number: 2. specific parameters of trading platform for this round	trader_wrapper.2.player.day_params	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 2. name of the block (specific experimental condition for this round/trading day)	trader_wrapper.2.player.block_name	character	5	3.38 %	
app: trader_wrapper; round number: 2. Treatment name	trader_wrapper.2.player.treatment_name	character	5	3.38 %	
app: trader_wrapper; round number: 2. treatment abbreviation (for internal use)	trader_wrapper.2.player.inner_treatment_name	character	5	3.38 %	
Not used; internal otree;	trader_wrapper.2.group.id_in_subsession	numeric	2	3.38 %	
app: trader_wrapper; round number: 2. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	trader_wrapper.2.subsession.round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 2. The frequency of ticks (updates or events) within the subsession.	trader_wrapper.2.subsession.tick_frequency	numeric	2	3.38 %	
app: trader_wrapper; round number: 2. The maximum duration or length of the subsession.	trader_wrapper.2.subsession.max_length	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 2. The name or identifier of a particular round within the subsession.	trader_wrapper.2.subsession.round_name	character	2	3.38 %	
app: trader_wrapper; round number: 2. The adjusted round number	trader_wrapper.2.subsession.corrected_round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 3. Identifier for the player within their group; Not used; internal otree;	trader_wrapper.3.player.id_in_group	numeric	2001	3.38 %	
app: trader_wrapper; round number: 3. Role assigned to the player in the study; Not used; internal otree	trader_wrapper.3.player.role	logical	1	100.00 %	
app: trader_wrapper; round number: 3. Payoff for the player in this round	trader_wrapper.3.player.payoff	numeric	42	3.38 %	
app: trader_wrapper; round number: 3. Informs if the martingale pricing method was employed to generate the price	trader_wrapper.3.player.martingale	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. List of prices a participant observes during the specific trading day (round)	trader_wrapper.3.player.stock_prices_A	character	3	3.38 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 3. player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	trader_wrapper.3.player.intermediary_payoff	numeric	47	79.06 %	
app: trader_wrapper; round number: 3. Was the trading platform gamified in this round	trader_wrapper.3.player.gamified	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. Saliency (boolean)	trader_wrapper.3.player.salient	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. Boolean: whether a player gets notifications about price changes	trader_wrapper.3.player.notifications	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. Boolean: hedonic dimension of gamification in platform	trader_wrapper.3.player.hedonic	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. The treatment applied during the session/event.	trader_wrapper.3.player.treatment	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 3. which block of experimental condition was applied during this round	trader_wrapper.3.player.block	logical	1	100.00 %	
app: trader_wrapper; round number: 3. Was it a training (practicing) round	trader_wrapper.3.player.training	numeric	2	3.38 %	
app: trader_wrapper; round number: 3. Timestamp marking the beginning of the player's participation in trading	trader_wrapper.3.player.start_time	logical	1	100.00 %	
app: trader_wrapper; round number: 3. Timestamp marking the end of the player's participation in trading	trader_wrapper.3.player.end_time	logical	1	100.00 %	
app: trader_wrapper; round number: 3. Was this round randomly selected for payment	trader_wrapper.3.player.payable_round	numeric	3	3.38 %	
app: trader_wrapper; round number: 3. specific parameters of trading platform for this round	trader_wrapper.3.player.day_params	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 3. name of the block (specific experimental condition for this round/trading day)	trader_wrapper.3.player.block_name	character	5	3.38 %	
app: trader_wrapper; round number: 3. Treatment name	trader_wrapper.3.player.treatment_name	character	5	3.38 %	
app: trader_wrapper; round number: 3. treatment abbreviation (for internal use)	trader_wrapper.3.player.inner_treatment_name	character	5	3.38 %	
Not used; internal otree;	trader_wrapper.3.group.id_in_subsession	numeric	2	3.38 %	
app: trader_wrapper; round number: 3. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	trader_wrapper.3.subsession.round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 3. The frequency of ticks (updates or events) within the subsession.	trader_wrapper.3.subsession.tick_frequency	numeric	2	3.38 %	
app: trader_wrapper; round number: 3. The maximum duration or length of the subsession.	trader_wrapper.3.subsession.max_length	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 3. The name or identifier of a particular round within the subsession.	trader_wrapper.3.subsession.round_name	character	2	3.38 %	
app: trader_wrapper; round number: 3. The adjusted round number	trader_wrapper.3.subsession.corrected_round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 4. Identifier for the player within their group; Not used; internal otree;	trader_wrapper.4.player.id_in_group	numeric	2001	3.38 %	
app: trader_wrapper; round number: 4. Role assigned to the player in the study; Not used; internal otree	trader_wrapper.4.player.role	logical	1	100.00 %	
app: trader_wrapper; round number: 4. Payoff for the player in this round	trader_wrapper.4.player.payoff	numeric	37	3.38 %	
app: trader_wrapper; round number: 4. Informs if the martingale pricing method was employed to generate the price	trader_wrapper.4.player.martingale	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. List of prices a participant observes during the specific trading day (round)	trader_wrapper.4.player.stock_prices_A	character	3	3.38 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 4. player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	trader_wrapper.4.player.intermediary_payoff	numeric	47	79.06 %	
app: trader_wrapper; round number: 4. Was the trading platform gamified in this round	trader_wrapper.4.player.gamified	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. Saliency (boolean)	trader_wrapper.4.player.salient	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. Boolean: whether a player gets notifications about price changes	trader_wrapper.4.player.notifications	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. Boolean: hedonic dimension of gamification in platform	trader_wrapper.4.player.hedonic	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. The treatment applied during the session/event.	trader_wrapper.4.player.treatment	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 4. which block of experimental condition was applied during this round	trader_wrapper.4.player.block	logical	1	100.00 %	
app: trader_wrapper; round number: 4. Was it a training (practicing) round	trader_wrapper.4.player.training	numeric	2	3.38 %	
app: trader_wrapper; round number: 4. Timestamp marking the beginning of the player's participation in trading	trader_wrapper.4.player.start_time	logical	1	100.00 %	
app: trader_wrapper; round number: 4. Timestamp marking the end of the player's participation in trading	trader_wrapper.4.player.end_time	logical	1	100.00 %	
app: trader_wrapper; round number: 4. Was this round randomly selected for payment	trader_wrapper.4.player.payable_round	numeric	3	3.38 %	
app: trader_wrapper; round number: 4. specific parameters of trading platform for this round	trader_wrapper.4.player.day_params	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 4. name of the block (specific experimental condition for this round/trading day)	trader_wrapper.4.player.block_name	character	5	3.38 %	
app: trader_wrapper; round number: 4. Treatment name	trader_wrapper.4.player.treatment_name	character	5	3.38 %	
app: trader_wrapper; round number: 4. treatment abbreviation (for internal use)	trader_wrapper.4.player.inner_treatment_name	character	5	3.38 %	
Not used; internal otree;	trader_wrapper.4.group.id_in_subsession	numeric	2	3.38 %	
app: trader_wrapper; round number: 4. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	trader_wrapper.4.subsession.round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 4. The frequency of ticks (updates or events) within the subsession.	trader_wrapper.4.subsession.tick_frequency	numeric	2	3.38 %	
app: trader_wrapper; round number: 4. The maximum duration or length of the subsession.	trader_wrapper.4.subsession.max_length	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 4. The name or identifier of a particular round within the subsession.	trader_wrapper.4.subsession.round_name	character	2	3.38 %	
app: trader_wrapper; round number: 4. The adjusted round number	trader_wrapper.4.subsession.corrected_round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 5. Identifier for the player within their group; Not used; internal otree;	trader_wrapper.5.player.id_in_group	numeric	2001	3.38 %	
app: trader_wrapper; round number: 5. Role assigned to the player in the study; Not used; internal otree	trader_wrapper.5.player.role	logical	1	100.00 %	
app: trader_wrapper; round number: 5. Payoff for the player in this round	trader_wrapper.5.player.payoff	numeric	41	3.38 %	
app: trader_wrapper; round number: 5. Informs if the martingale pricing method was employed to generate the price	trader_wrapper.5.player.martingale	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. List of prices a participant observes during the specific trading day (round)	trader_wrapper.5.player.stock_prices_A	character	3	3.38 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 5. player's payoff in specific round (it becomes his/her actual payoff if this round is selected for payment)	trader_wrapper.5.player.intermediary_payoff	numeric	51	79.10 %	
app: trader_wrapper; round number: 5. Was the trading platform gamified in this round	trader_wrapper.5.player.gamified	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. Saliency (boolean)	trader_wrapper.5.player.salient	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. Boolean: whether a player gets notifications about price changes	trader_wrapper.5.player.notifications	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. Boolean: hedonic dimension of gamification in platform	trader_wrapper.5.player.hedonic	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. The treatment applied during the session/event.	trader_wrapper.5.player.treatment	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 5. which block of experimental condition was applied during this round	trader_wrapper.5.player.block	logical	1	100.00 %	
app: trader_wrapper; round number: 5. Was it a training (practicing) round	trader_wrapper.5.player.training	numeric	2	3.38 %	
app: trader_wrapper; round number: 5. Timestamp marking the beginning of the player's participation in trading	trader_wrapper.5.player.start_time	logical	1	100.00 %	
app: trader_wrapper; round number: 5. Timestamp marking the end of the player's participation in trading	trader_wrapper.5.player.end_time	logical	1	100.00 %	
app: trader_wrapper; round number: 5. Was this round randomly selected for payment	trader_wrapper.5.player.payable_round	numeric	3	3.38 %	
app: trader_wrapper; round number: 5. specific parameters of trading platform for this round	trader_wrapper.5.player.day_params	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 5. name of the block (specific experimental condition for this round/trading day)	trader_wrapper.5.player.block_name	character	5	3.38 %	
app: trader_wrapper; round number: 5. Treatment name	trader_wrapper.5.player.treatment_name	character	5	3.38 %	
app: trader_wrapper; round number: 5. treatment abbreviation (for internal use)	trader_wrapper.5.player.inner_treatment_name	character	5	3.38 %	
Not used; internal otree;	trader_wrapper.5.group.id_in_subsession	numeric	2	3.38 %	
app: trader_wrapper; round number: 5. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	trader_wrapper.5.subsession.round_number	numeric	2	3.38 %	
app: trader_wrapper; round number: 5. The frequency of ticks (updates or events) within the subsession.	trader_wrapper.5.subsession.tick_frequency	numeric	2	3.38 %	
app: trader_wrapper; round number: 5. The maximum duration or length of the subsession.	trader_wrapper.5.subsession.max_length	logical	1	100.00 %	

Label	Variable	Class	# unique values	Missing	Description
app: trader_wrapper; round number: 5. The name or identifier of a particular round within the subsession.	trader_wrapper.5.subsession.round_name	character	2	3.38 %	
app: trader_wrapper; round number: 5. The adjusted round number	trader_wrapper.5.subsession.corrected_round_number	numeric	2	3.38 %	
app: post_experimental; round number: 1. Identifier for the player within their group; Not used; internal otree;	post_experimental.1.player.id_in_group	numeric	2001	2.41 %	
app: post_experimental; round number: 1. Role assigned to the player in the study; Not used; internal otree	post_experimental.1.player.role	logical	1	100.00 %	
app: post_experimental; round number: 1. Payoff for the player in this round	post_experimental.1.player.payoff	numeric	14	2.41 %	
app: post_experimental; round number: 1. name of the block (specific experimental condition for this round/trading day)	post_experimental.1.player.block_name	character	5	2.41 %	
app: post_experimental; round number: 1. Treatment name	post_experimental.1.player.treatment_name	character	5	2.41 %	

Label	Variable	Class	# unique values	Missing	Description
app: post_experimental; round number: 1. Internal (abbreviated) treatment name	post_experimental.1.player.inner_name	character	5	2.41 %	
app: post_experimental; round number: 1. Boolean: whether a player gets notifications about price changes	post_experimental.1.player.notifications	numeric	3	2.41 %	
app: post_experimental; round number: 1. Boolean: hedonic dimension of gamification in platform	post_experimental.1.player.hedonic	numeric	3	2.41 %	
app: post_experimental; round number: 1. If you could trade again, would you rather trade on a platform with Design #1 or Design #2?	post_experimental.1.player.sr_prefs	character	3	79.04 %	
app: post_experimental; round number: 1. If you could trade again, would you expect to make better decisions when the market looks as in Design #1 or #2?	post_experimental.1.player.sr_better_decs	character	3	79.04 %	

Label	Variable	Class	# unique values	Missing	Description
app: post_experimental; round number: 1. 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	post_experimental.1.player.sr_better_have_option	character	3	79.04 %	
app: post_experimental; round number: 1. Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Price notifications	post_experimental.1.player.sr_notifications	numeric	6	86.00 %	
app: post_experimental; round number: 1. Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement badges	post_experimental.1.player.sr_badges	numeric	6	89.46 %	
app: post_experimental; round number: 1. Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement messages and confetti	post_experimental.1.player.sr_confetti	numeric	6	89.46 %	

Label	Variable	Class	# unique values	Missing	Description
app: post_experimental; round number: 1. Gender of the player.	post_experimental.1.player.gender	character	4	79.18 %	
app: post_experimental; round number: 1. Age of the player.	post_experimental.1.player.age	numeric	68	79.18 %	
app: post_experimental; round number: 1. Nationality of the player.	post_experimental.1.player.nationality	character	39	2.43 %	
app: post_experimental; round number: 1. Educational background of the player.	post_experimental.1.player.education	character	10	79.18 %	
app: post_experimental; round number: 1. The major or field of study of the player.	post_experimental.1.player.study_major	character	5	79.18 %	
app: post_experimental; round number: 1. Did you take any course focused on financial markets	post_experimental.1.player.course_financial	numeric	3	79.18 %	
app: post_experimental; round number: 1. Have you been taken part in an experiment before?	post_experimental.1.player.experiment_before	numeric	3	79.18 %	
app: post_experimental; round number: 1. Do you have any trading experience?	post_experimental.1.player.trading_experience	numeric	3	79.18 %	
app: post_experimental; round number: 1. Do you use mobile trading apps?	post_experimental.1.player.online_trading_experience	numeric	3	79.18 %	

Label	Variable	Class	# unique values	Missing	Description
app: post_experimental; round number: 1. How often do you trade online?	post_experimental.1.player.trading_frequency	character	6	79.18 %	
app: post_experimental; round number: 1. How often do you check the value of your portfolio?	post_experimental.1.player.portfolio_frequency	character	6	79.18 %	
app: post_experimental; round number: 1. Which asset class do you trade the most?	post_experimental.1.player.asset_class	character	5	79.18 %	
app: post_experimental; round number: 1. Do you use leverage (e.g., trading on margin)?	post_experimental.1.player.use_leverage	character	4	79.18 %	
app: post_experimental; round number: 1. What do you think is the purpose of this study?	post_experimental.1.player.purpose	character	926	79.18 %	
app: post_experimental; round number: 1. Did you encounter any difficulty throughout the experiment?	post_experimental.1.player.difficulty	character	334	79.20 %	
app: post_experimental; round number: 1. Dump of various runtime variables associated with the participant	post_experimental.1.player.vars_dump	character	691	78.98 %	
Not used; internal otree;	post_experimental.1.group.id_in_subsession	numeric	2	2.41 %	

Label	Variable	Class	# unique values	Missing	Description
app: post_experimental; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.	post_experimental.1.subsession.round_number	numeric	2	2.41 %	

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	2000
Median	757.5
1st and 3rd quartiles	151; 1379
Min. and max.	1; 2000

participant.code

Unique code for the participant in the study.

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

participant.label

label - used for storing and associating with prolific user id

Feature	Result
Variable type	character
Number of missing obs.	3885 (78.14 %)
Number of unique values	1087
Mode	"138EOTj3d26ml59759q9566Z"

- Observed factor levels: "138EOTj3d26ml59759q9566Z", "13g0OTj31Eym15z7596956S7", "13gE077Z1E6m9597596n566Z", "1J8007jZd26mlZ97596n56S7", "5484821efdf99b07b28f2300", "548491acdf99b0379939cc0", "54f8b0cdfdf99b5396a7d0a2", "54fd98defdf99b72edc358ce", "5588113efdf99b14f1fdf75d", "5589a309fdf99b7ae5007c33", "55900dcffdf99b3f7aada3f5", "559c3ad8fdf99b32b55f2d32", "559d9916fdf99b1e2b2dc6b8", "559fa17cdf99b69c369d364", "55a28851fdf99b602e6b05dd", "55a55bd7fdf99b790558627c", "55ac3198fdf99b6de3b68b23", "55ad7888fdf99b6eff50171d", "55b1add5fdf99b6731f04c5a", "55b47001fdf99b615b12d66c", "55b645b1fdf99b1c02906872", "55b6d0a4fdf99b437183f9b5", "55b9a9b0fdf99b6906d2aba4",

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"6362a31e279a0277702f9a45", "63654bbd9fba7764c698ee95", "636558deffacfb4af41ae6b", "63656c4e67c6245cc50dc5a7",
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"6372639e99b4b50efc9eb4a6", "637774fa068c5a7fb372e6be", "63792c65e92e706fdb44c08a", "637d520b5c5a4c8880760e44",
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"638df25c28a73c52e405ef95", "638e2b7b30d0c6bc29742c43", "638e2eed82fa613f2140ba13", "638e415e46b2a8da60722496", "638e84c70418d8a2c0aa372e", "6394e32126ebdbdc7b10c6748", "63978402e524eebeace93868", "639df1ccd6819819ebb85722", "63a0f27fca07899904e593f1", "63a18415816a2a0cbe438f1b", "63a3a777f64f5e056a3dd79", "63ac7cf8f2f60119d93a6481", "63aebb25ef73ef3ec9b67684", "63b2d04ed0f53f75de4ba38e", "63b5aa16123c924d9f4c4f76", "63b88b7855864805bec51ddc", "63ba10de73415d047e1d6731", "63ba264aa0b8b0ba90de26b6", "63bb9d1d25b272b93b81523a", "63bd9e7cc0b7ddcb0b611a89", "63bda53b525aeabb92ddd6ec", "63bed6e176fba857a47fbaff", "63bee8f05adfd7896582f5f8", "63beebaa4c5884797ff00a98", "63bf01914983c66626c67b6c", "63c1c24976306b075e432d82", "63c1cdf63d7d37c94c9e8abc", "63c3599c8a16601b603d421c", "63c3d40087c635e7f521b300", "63c48023d6116ee42fa17bf8", "63c5996aff7ec475ae83bf3f", "63c93f3a44e47b49c6f0223c", "63cc90d2bed7edb18c3fd155", "63cd702332437641bf25afeb", "63ce8e557f1649202fdb045f", "63ceb402a31914be6497e671", "63ced2ac873e8ce2bfbdd9f0f", "63ceda7e9ba823826d0cf729", "63cf190cba4db74f72c8027e", "63cfdefcf2ee0355b64d6f03", "63d00d8560d4d6de394fed7e", "63d010fc3093243d40db208b", "63d06f50cf58ff84d69f26df", "63d13cca81e6d01c11fb0ca5", "63d1412396ee4fa133b52643", "63d1579ea9d9d2556d7a44d9", "63d15f735cecf9bb3c118e1", "63d1650b103325686e22e3b7", "63d1859a26b56696da9d4c44", "63d38071444084aef534a07e", "63d3ea0b0f01a1c783c10f16", "63d3f953f8fb0fe970f0d0c6", "63d3fbf01bebc2f1463027d4", "63d40e1748df54e627f3022b", "63d410b23af251fc009202cb", "63d439df44f39695eef3023e", "63d4c998d2abf868e7a652a9", "63d570d979c31656fece7c7d", "63d5daa80d80a745de740c13", "63d79bf2271aa409e093e403", "63d79c350c185ab8036d2a68", "63d7a39a9b2af0db6c05d600", "63d7a995b85a722d538590e4", "63d7df9884f0b6ee095aada3", "63d7e728502b1a8795abd2b2", "63d7f1983e82a895912b3b32", "63d7faea5fc2f437216b9259", "63d902e1cc2be8fccc4b4aae", "63d92bc32dcd36bb091bbd22", "63d9cfec2060a424e3495756", "63da5521f23372b30f4f0b77", "63da9d744c860382808770bd", "63dbe76cbc72cdb0f3e93414", "63de43b08a408605eced4803", "63de5e4eddb36904dec1d846", "63e103ceb37c96527b5b0718", "63e40d7b1a88578e3c993478", "63e4cc6a1e3742dd77f1b5ba", "63e51cc097b0f5edcbf788b9", "63e52debba982734deba89a", "63e55887d67a5c7e32a678fa", "63e577d9dddf1a70b3df238", "63e6132468f99695fc58b132", "63e63d34a4180830338a924c", "63e68f1572bd0aa6221df2a2", "63e7361f3d0bd7018850170e", "63ea4c0cb8f12b587f5fca1d", "63ea5fe3c03c77c607e33990", "63ea64717d434a360e005906", "63eb50a53ed227dff19729e7", "63ecfe33c421c87da0312813", "63ed057fe2484eb2c8576754", "63ed0c562944d107ab54bd24", "63ed1b8d6c1d2a578b353e38", "63ed2bdfb03e59da6dc3f849", "63edf51bc1e19e32b9c72dfa", "63ee9abfa262bea95766dd9c", "63f030e4617ebd1995cef566", "63f226e602d56e2ab3623b2f", "63f37ef8cbefb9af608a0e55", "63f52af01929360880074598", "63f77cac11a2ddb8e7276c44", "63f7830b5c4da6ebfdccc693", "63f7a192f23f12b947c92d36", "63f7e1bb3866d96e37ecfd1c", "63f8b081b083f1e1014cb21a", "63fb75c514efb2d591c8068d", "63fbc08077df3f7f2cd65153", "63fbf0e3b18cc14adc0dbfb6", "63fe455ba7773f34f0382ecc", "63fedbfe6ef7fb3dd2718f5c", "63ff949bf1ef828defa7891a", "6400d8a73ddbfbcbfd9175d7", "6400d916e410c86255a45836", "6400e245c1a8d3041c47411c", "6400e98ff833aec20a252cb8", "6401000aab3cfc2606de05d1", "64012dd5c39978def2518c84", "64012ee6e3f2e59aaa36f718", "6401a92fa70fe5c6eebb1aec", "6401c25ec2164e0ac859ef8f", "6401c93c18b564518781fdd3", "64033349ec5c1a27ee79d14b", "64033a264f80a5a13a498c8e", "6403cfa0751ae1376b96261a", "6405236519858c28490dfcee", "6405ea70e659d84377d7cdb1", "6406695d0e9785189e01f99a", "6406d015ad2a96ceef1f86cc", "64071f8576c48034c00df845", "64074f8697955cb60084c756", "640851e97f3afdf3b61e66d", "64090ffecdd8738e9971fdc3", "64095bad16a0f16cf1561084", "640bd3065c01641d9e4c7a72", "640be287f0b00e45af92d6e3", "640cb6af92ef0ceef6722021", "640ce3e5772a5a2776ccddb5", "640cf05d003b6d02e76ce69a", "640e04b278799b47b29d4ddd", "640e4ddaf9f67c6c8ea4936b", "640f4e73468a5f639101e483", "641069a70d2f97b47d1653f0", "641357bf4ac1d4ead1fcb764", "6413587a4bd3f06050484eda", "641358a332a1837ff26bb10e", "6413599c09e145dd93c7aeac", "64135a80ed7a7b6ef5b8262d", "6413634f9d315afcde51553b", "64136650748e4e17c18e1900", "64136e29428b3a46720fdeee", "64137087a26baa97a1348ce7", "64137f61588ac05138484e9f", "6413c7853eba2b2215197ff4", "6414cd5e294152ef610c1272", "64150c3dc300f214779f4579", "641527bc580e8c58a81c301a", "641a457e2f7e0b4578c923c2", "6428a9d34890ddbe5dd57fb0", "64291fd466d5ee1a536c5808", "642b0119cecc227441304000", "642b870d034d88f7cb432268", "642be352a5c03c465b11f92a", "642c34f042149cf564ae70de", "642d25bb88c01b75c3f75705", "642ead184d7533ccfd57d888", "642ee08bca2efffc9e754e2", "6431727b60b5a79669494495", "6434c75c8978410ba24c61ab".

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

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

participant._max_page_index

Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	23
1st and 3rd quartiles	23; 23
Min. and max.	9; 23

participant._current_app_name

app reached by a participant

Feature	Result
Variable type	character
Number of missing obs.	3657 (73.55 %)
Number of unique values	3
Mode	"post_experimental"

- Observed factor levels: "post_experimental", "pretrade", "trader_wrapper".

participant._current_page_name

page name reached by a participant

Feature	Result
Variable type	character
Number of missing obs.	3657 (73.55 %)
Number of unique values	12
Mode	"FinalForProlific"

- Observed factor levels: "AnnounceTrader", "Consent", "CQPage", "Debriefing", "FinalForProlific", "FinQuiz", "Instructions", "KnowledgeP", "Q", "Results", "SelfReflection1", "Trader".

participant.time_started

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

- The variable has class POSIXct which is not supported by dataMaid.

participant.visited

Not used; internal otree

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

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	201
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 322

session.code

Unique code identifying the session.

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	32
Mode	"uw95ivu5"

- Observed factor levels: "22gjy70m", "2hme550h", "3t2866uu", "4tuhbvr6", "4xs6p66a", "602cn794", "6tkynj2e", "7606n7ea", "7jfw7c53", "95wsdmzp", "aaspqzlw", "agcjqr3r", "c8o0bjrg", "cviex7oo", "d7oz5oie", "dt9vndat", "eviekt1c", "g5ys7ay6", "hb5i3k0z", "huxz3pyc", "kau9vqta", "l8lnqaks", "mbypybqc", "t7od4xlw", "u4jx1qn9", "uw95ivu5", "vmu7c279", "vtzf07yb", "vvlpwazd", "xd2ncmuq", "y1g7ac3c", "z636eo13".

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

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

session.config.real_world_currency_per_point

The conversion rate from points earned in the session to real-world currency.

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

session.config.tick_frequency

The frequency at which updates or 'ticks' occur in a trading or experimental session.

- The variable only takes one (non-missing) value: "5". The variable contains 0 % missing observations.

session.config.trading_at

Configuration parameter indicating the time or conditions under which trading activities occur.

- The variable only takes one (non-missing) value: "4". The variable contains 0 % missing observations.

session.config.prediction_at

Configuration setting defining when predictions are made or required in the session.

- The variable only takes one (non-missing) value: "30". The variable contains 0 % missing observations.

session.config.for_prolific

A flag or setting indicating whether the session is designed for Prolific participants.

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

session.config.awards_at

Configuration details about when awards or rewards are given out in the session.

- The variable only takes one (non-missing) value: "10, 15, 20, 25, 30". The variable contains 0 % missing observations.

session.config.training_round_name

The name or identifier of the training round as configured in the session.

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

session.config.participation_fee

The fixed participation fee for the session

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

session.config.prolific_redirect_url

The URL to redirect participants to after completing the session

Feature	Result
Variable type	character
Number of missing obs.	0 (0 %)
Number of unique values	2
Mode	"https: //app.prolific.co/submissions/complete?cc=C14JUVP6"

- Observed factor levels: "http://www.lenta.ru/", "https://app.prolific.co/submissions/complete?cc=C14JUVP6/".
-

pretrade.1.player.id_in_group

app: pretrade; round number: 1. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	288 (5.79 %)
Number of unique values	2000
Median	829.5
1st and 3rd quartiles	244; 1415
Min. and max.	1; 2000

pretrade.1.player.role

app: pretrade; round number: 1. Role assigned to the player in the study; Not used; internal otree

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

pretrade.1.player.payoff

app: pretrade; round number: 1. Payoff for the player in this round

- The variable only takes one (non-missing) value: "0". The variable contains 5.79 % missing observations.
-

pretrade.1.player.treatment

app: pretrade; round number: 1. The treatment applied during the session/event.

Feature	Result
Variable type	character
Number of missing obs.	3667 (73.75 %)
Number of unique values	4
Mode	"s1"

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

pretrade.1.player.martingale

app: pretrade; round number: 1. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	3667 (73.75 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

pretrade.1.player.consent

app: pretrade; round number: 1. Confirmation of the player's consent to participate in the study.

- The variable only takes one (non-missing) value: "1". The variable contains 76.35 % missing observations.

pretrade.1.player.knowledge

app: pretrade; round number: 1. Self-reported assessment of the player's knowledge in trading

Feature	Result
Variable type	numeric
Number of missing obs.	3887 (78.18 %)
Number of unique values	11
Median	5
1st and 3rd quartiles	3; 7
Min. and max.	0; 10

pretrade.1.player.cq1

app: pretrade; round number: 1. Comprehension check: question 1

Feature	Result
Variable type	character
Number of missing obs.	3875 (77.94 %)
Number of unique values	2
Mode	"The stock price is likelier to go up again"

- Observed factor levels: "The stock price is equally likely to go up or down", "The stock price is likelier to go up again".

pretrade.1.player.cq2

app: pretrade; round number: 1. Comprehension check: question 2

- The variable only takes one (non-missing) value: "You can purchase it, but any negative cash balance is subtracted from your final earnings". The variable contains 77.76 % missing observations.

pretrade.1.player.cq4

app: pretrade; round number: 1. Comprehension check: question 4

- The variable only takes one (non-missing) value: "Your payoff in a randomly selected round and your correct answers in the post-experimental quiz". The variable contains 77.82 % missing observations.

pretrade.1.player.cq5

app: pretrade; round number: 1. Comprehension check: question 5

- The variable only takes one (non-missing) value: "If your position in the stock changes between two consecutive price updates". The variable contains 77.88 % missing observations.

pretrade.1.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 5.79 % missing observations.

pretrade.1.subsession.round_number

app: pretrade; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the game visit.

- The variable only takes one (non-missing) value: "1". The variable contains 5.79 % missing observations.

trader_wrapper.1.player.id_in_group

app: trader_wrapper; round number: 1. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2000
Median	799.5
1st and 3rd quartiles	199; 1400
Min. and max.	1; 2000

trader_wrapper.1.player.role

app: trader_wrapper; round number: 1. Role assigned to the player in the study; Not used; internal otree

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

trader_wrapper.1.player.payoff

app: trader_wrapper; round number: 1. Payoff for the player in this round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.
-

trader_wrapper.1.player.martingale

app: trader_wrapper; round number: 1. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.1.player.stock_prices_A

app: trader_wrapper; round number: 1. List of prices a participant observes during the specific trading day (round)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Mode	"[100.0, 110.0, 115.0, 120.0, 115.0, 105.0, 120.0, 135.0, 140.0, 130.0]"

- Observed factor levels: "[100.0, 105.0, 120.0, 125.0, 135.0, 130.0, 125.0, 140.0, 150.0, 140.0]", "[100.0, 110.0, 115.0, 120.0, 115.0, 105.0, 120.0, 135.0, 140.0, 130.0]".
-

trader_wrapper.1.player.intermediary_payoff

app: trader_wrapper; round number: 1. 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.	3897 (78.38 %)
Number of unique values	15
Median	175
1st and 3rd quartiles	170; 185
Min. and max.	140; 210

trader_wrapper.1.player.gamified

app: trader_wrapper; round number: 1. Was the trading platform gamified in this round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.1.player.salient

app: trader_wrapper; round number: 1. Saliency (boolean)

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.1.player.notifications

app: trader_wrapper; round number: 1. Boolean: whether a player gets notifications about price changes

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.1.player.hedonic

app: trader_wrapper; round number: 1. Boolean: hedonic dimension of gamification in platfrom

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.1.player.treatment

app: trader_wrapper; round number: 1. The treatment applied during the session/event.

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

trader_wrapper.1.player.block

app: trader_wrapper; round number: 1. which block of experimental condition was applied during this round

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

trader_wrapper.1.player.training

app: trader_wrapper; round number: 1. Was it a training (practicing) round

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.
-

trader_wrapper.1.player.start_time

app: trader_wrapper; round number: 1. Timestamp marking the beginning of the player's participation in trading

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

trader_wrapper.1.player.end_time

app: trader_wrapper; round number: 1. Timestamp marking the end of the player's participation in trading

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

trader_wrapper.1.player.payable_round

app: trader_wrapper; round number: 1. Was this round randomly selected for payment

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.
-

trader_wrapper.1.player.day_params

app: trader_wrapper; round number: 1. specific parameters of trading platform for this round

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

trader_wrapper.1.player.block_name

app: trader_wrapper; round number: 1. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

trader_wrapper.1.player.treatment_name

app: trader_wrapper; round number: 1. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
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".

trader_wrapper.1.player.inner_treatment_name

app: trader_wrapper; round number: 1. treatment abbreviation (for internal use)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"s1"

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

trader_wrapper.1.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.

trader_wrapper.1.subsession.round_number

app: trader_wrapper; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.

trader_wrapper.1.subsession.tick_frequency

app: trader_wrapper; round number: 1. The frequency of ticks (updates or events) within the subsession.

- The variable only takes one (non-missing) value: "6". The variable contains 3.38 % missing observations.

trader_wrapper.1.subsession.max_length

app: trader_wrapper; round number: 1. The maximum duration or length of the subsession.

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

trader_wrapper.1.subsession.round_name

app: trader_wrapper; round number: 1. The name or identifier of a particular round within the subsession.

- The variable only takes one (non-missing) value: "Training round". The variable contains 3.38 % missing observations.

trader_wrapper.1.subsession.corrected_round_number

app: trader_wrapper; round number: 1. The adjusted round number

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.2.player.id_in_group

app: trader_wrapper; round number: 2. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2000
Median	799.5
1st and 3rd quartiles	199; 1400
Min. and max.	1; 2000

trader_wrapper.2.player.role

app: trader_wrapper; round number: 2. Role assigned to the player in the study; Not used; internal otree

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

trader_wrapper.2.player.payoff

app: trader_wrapper; round number: 2. Payoff for the player in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	40
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 285

trader_wrapper.2.player.martingale

app: trader_wrapper; round number: 2. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.2.player.stock_prices_A

app: trader_wrapper; round number: 2. List of prices a participant observes during the specific trading day (round)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Mode	<p>"[100.0, 115.0, 105.0, 110.0, 125.0, 110.0, 100.0, 85.0, 70.0, 75.0, 65.0, 80.0, 90.0, 105.0, 120.0, 105.0, 110.0, 125.0, 130.0, 125.0, 130.0, 140.0, 150.0, 160.0, 145.0, 140.0, 125.0, 120.0, 115.0, 125.0, 130.0, 135.0, 130.0, 125.0, 140.0, 150.0, 145.0, 140.0, 125.0, 140.0, 135.0, 130.0, 125.0, 130.0, 140.0, 155.0, 140.0, 155.0, 170.0, 155.0, 140.0, 125.0, 135.0, 145.0, 135.0, 125.0, 110.0, 115.0, 120.0, 125.0]"</p> <ul style="list-style-type: none"> Observed factor levels: "[100.0, 115.0, 105.0, 110.0, 125.0, 110.0, 100.0, 85.0, 70.0, 75.0, 65.0, 80.0, 90.0, 105.0, 120.0, 105.0, 110.0, 125.0, 130.0, 125.0, 130.0, 140.0, 150.0, 160.0, 145.0, 140.0, 125.0, 120.0, 115.0, 125.0, 130.0, 135.0, 130.0, 125.0, 140.0, 150.0, 145.0, 140.0, 125.0, 140.0, 135.0, 130.0, 125.0, 130.0, 140.0, 155.0, 140.0, 155.0, 170.0, 155.0, 140.0, 125.0, 135.0, 145.0, 135.0, 125.0, 110.0, 115.0, 120.0, 125.0]", "[100.0, 90.0, 95.0, 85.0, 100.0, 110.0, 100.0, 105.0, 90.0, 75.0, 85.0, 100.0, 85.0, 70.0, 65.0, 55.0, 60.0, 65.0, 75.0, 85.0, 70.0, 75.0, 90.0, 85.0, 70.0, 80.0, 75.0, 80.0, 85.0, 95.0, 105.0, 95.0, 90.0, 75.0, 80.0, 65.0, 50.0, 45.0, 35.0, 50.0, 55.0, 70.0, 60.0, 45.0, 50.0, 35.0, 40.0, 50.0, 65.0, 60.0, 75.0, 90.0, 105.0, 95.0, 80.0, 85.0, 95.0, 110.0, 105.0, 95.0]"

trader_wrapper.2.player.intermediary_payoff

app: trader_wrapper; round number: 2. 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.	3925 (78.94 %)
Number of unique values	44
Median	180
1st and 3rd quartiles	160; 205
Min. and max.	60; 285

trader_wrapper.2.player.gamified

app: trader_wrapper; round number: 2. Was the trading platform gamified in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.2.player.salient

app: trader_wrapper; round number: 2. Saliency (boolean)

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.2.player.notifications

app: trader_wrapper; round number: 2. Boolean: whether a player gets notifications about price changes

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.2.player.hedonic

app: trader_wrapper; round number: 2. Boolean: hedonic dimension of gamification in platfrom

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.2.player.treatment

app: trader_wrapper; round number: 2. The treatment applied during the session/event.

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

trader_wrapper.2.player.block

app: trader_wrapper; round number: 2. which block of experimental condition was applied during this round

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

trader_wrapper.2.player.training

app: trader_wrapper; round number: 2. Was it a training (practicing) round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.
-

trader_wrapper.2.player.start_time

app: trader_wrapper; round number: 2. Timestamp marking the beginning of the player's participation in trading

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

trader_wrapper.2.player.end_time

app: trader_wrapper; round number: 2. Timestamp marking the end of the player's participation in trading

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

trader_wrapper.2.player.payable_round

app: trader_wrapper; round number: 2. Was this round randomly selected for payment

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.2.player.day_params

app: trader_wrapper; round number: 2. specific parameters of trading platform for this round

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

trader_wrapper.2.player.block_name

app: trader_wrapper; round number: 2. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

trader_wrapper.2.player.treatment_name

app: trader_wrapper; round number: 2. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
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".

trader_wrapper.2.player.inner_treatment_name

app: trader_wrapper; round number: 2. treatment abbreviation (for internal use)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"s1"

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

trader_wrapper.2.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.

trader_wrapper.2.subsession.round_number

app: trader_wrapper; round number: 2. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "2". The variable contains 3.38 % missing observations.

trader_wrapper.2.subsession.tick_frequency

app: trader_wrapper; round number: 2. The frequency of ticks (updates or events) within the subsession.

- The variable only takes one (non-missing) value: "6". The variable contains 3.38 % missing observations.
-

trader_wrapper.2.subsession.max_length

app: trader_wrapper; round number: 2. The maximum duration or length of the subsession.

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

trader_wrapper.2.subsession.round_name

app: trader_wrapper; round number: 2. The name or identifier of a particular round within the subsession.

- The variable only takes one (non-missing) value: "Round 1". The variable contains 3.38 % missing observations.
-

trader_wrapper.2.subsession.corrected_round_number

app: trader_wrapper; round number: 2. The adjusted round number

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.
-

trader_wrapper.3.player.id_in_group

app: trader_wrapper; round number: 3. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2000
Median	799.5
1st and 3rd quartiles	199; 1400
Min. and max.	1; 2000

trader_wrapper.3.player.role

app: trader_wrapper; round number: 3. Role assigned to the player in the study; Not used; internal otree

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

trader_wrapper.3.player.payoff

app: trader_wrapper; round number: 3. Payoff for the player in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	41
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 310

trader_wrapper.3.player.martingale

app: trader_wrapper; round number: 3. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.3.player.stock_prices_A

app: trader_wrapper; round number: 3. List of prices a participant observes during the specific trading day (round)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Mode	<p>"[100.0, 115.0, 100.0, 95.0, 85.0, 95.0, 90.0, 100.0, 110.0, 95.0, 110.0, 120.0, 130.0, 125.0, 110.0, 100.0, 105.0, 110.0, 120.0, 115.0, 100.0, 85.0, 100.0, 115.0, 110.0, 115.0, 105.0, 110.0, 115.0, 120.0, 115.0, 110.0, 100.0, 110.0, 105.0, 100.0, 95.0, 100.0, 115.0, 100.0, 95.0, 105.0, 120.0, 135.0, 125.0, 135.0, 130.0, 125.0, 110.0, 125.0, 120.0, 115.0, 130.0, 145.0, 150.0, 145.0, 130.0, 115.0, 125.0, 115.0]"</p> <ul style="list-style-type: none"> Observed factor levels: "[100.0, 115.0, 100.0, 95.0, 85.0, 95.0, 90.0, 100.0, 110.0, 95.0, 110.0, 120.0, 130.0, 125.0, 110.0, 100.0, 105.0, 110.0, 120.0, 115.0, 100.0, 85.0, 100.0, 115.0, 110.0, 115.0, 105.0, 110.0, 115.0, 120.0, 115.0, 110.0, 100.0, 110.0, 105.0, 100.0, 95.0, 100.0, 115.0, 100.0, 95.0, 105.0, 120.0, 135.0, 125.0, 135.0, 130.0, 125.0, 110.0, 125.0, 120.0, 115.0, 130.0, 145.0, 150.0, 145.0, 130.0, 115.0, 125.0, 115.0]", "[100.0, 115.0, 110.0, 100.0, 95.0, 110.0, 105.0, 120.0, 125.0, 130.0, 135.0, 140.0, 125.0, 135.0, 145.0, 160.0, 155.0, 165.0, 150.0, 135.0, 130.0, 120.0, 130.0, 145.0, 155.0, 170.0, 155.0, 150.0, 160.0, 175.0, 165.0, 150.0, 140.0, 145.0, 150.0, 155.0, 145.0, 140.0, 145.0, 130.0, 125.0, 140.0, 135.0, 140.0, 150.0, 155.0, 140.0, 150.0, 165.0, 170.0, 185.0, 200.0, 210.0, 200.0, 190.0, 175.0, 170.0, 155.0, 170.0, 180.0]"

trader_wrapper.3.player.intermediary_payoff

app: trader_wrapper; round number: 3. 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.	3931 (79.06 %)
Number of unique values	46
Median	205
1st and 3rd quartiles	185; 230
Min. and max.	0; 310

trader_wrapper.3.player.gamified

app: trader_wrapper; round number: 3. Was the trading platform gamified in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.3.player.salient

app: trader_wrapper; round number: 3. Saliency (boolean)

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.3.player.notifications

app: trader_wrapper; round number: 3. Boolean: whether a player gets notifications about price changes

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.3.player.hedonic

app: trader_wrapper; round number: 3. Boolean: hedonic dimension of gamification in platfrom

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.3.player.treatment

app: trader_wrapper; round number: 3. The treatment applied during the session/event.

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

trader_wrapper.3.player.block

app: trader_wrapper; round number: 3. which block of experimental condition was applied during this round

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

trader_wrapper.3.player.training

app: trader_wrapper; round number: 3. Was it a training (practicing) round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.3.player.start_time

app: trader_wrapper; round number: 3. Timestamp marking the beginning of the player's participation in trading

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

trader_wrapper.3.player.end_time

app: trader_wrapper; round number: 3. Timestamp marking the end of the player's participation in trading

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

trader_wrapper.3.player.payable_round

app: trader_wrapper; round number: 3. Was this round randomly selected for payment

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0.25
Min. and max.	0; 1

trader_wrapper.3.player.day_params

app: trader_wrapper; round number: 3. specific parameters of trading platform for this round

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

trader_wrapper.3.player.block_name

app: trader_wrapper; round number: 3. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

trader_wrapper.3.player.treatment_name

app: trader_wrapper; round number: 3. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
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".
-

trader_wrapper.3.player.inner_treatment_name

app: trader_wrapper; round number: 3. treatment abbreviation (for internal use)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"s1"

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

trader_wrapper.3.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.

trader_wrapper.3.subsession.round_number

app: trader_wrapper; round number: 3. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "3". The variable contains 3.38 % missing observations.

trader_wrapper.3.subsession.tick_frequency

app: trader_wrapper; round number: 3. The frequency of ticks (updates or events) within the subsession.

- The variable only takes one (non-missing) value: "6". The variable contains 3.38 % missing observations.

trader_wrapper.3.subsession.max_length

app: trader_wrapper; round number: 3. The maximum duration or length of the subsession.

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

trader_wrapper.3.subsession.round_name

app: trader_wrapper; round number: 3. The name or identifier of a particular round within the subsession.

- The variable only takes one (non-missing) value: "Round 2". The variable contains 3.38 % missing observations.

trader_wrapper.3.subsession.corrected_round_number

app: trader_wrapper; round number: 3. The adjusted round number

- The variable only takes one (non-missing) value: "2". The variable contains 3.38 % missing observations.

trader_wrapper.4.player.id_in_group

app: trader_wrapper; round number: 4. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2000
Median	799.5
1st and 3rd quartiles	199; 1400
Min. and max.	1; 2000

trader_wrapper.4.player.role

app: trader_wrapper; round number: 4. Role assigned to the player in the study; Not used; internal otree

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

trader_wrapper.4.player.payoff

app: trader_wrapper; round number: 4. Payoff for the player in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	36
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 240

trader_wrapper.4.player.martingale

app: trader_wrapper; round number: 4. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.4.player.stock_prices_A

app: trader_wrapper; round number: 4. List of prices a participant observes during the specific trading day (round)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Mode	<p>“[100.0, 90.0, 75.0, 65.0, 50.0, 40.0, 45.0, 55.0, 70.0, 80.0, 95.0, 90.0, 75.0, 90.0, 95.0, 90.0, 85.0, 70.0, 85.0, 70.0, 65.0, 55.0, 65.0, 55.0, 40.0, 55.0, 65.0, 80.0, 90.0, 85.0, 80.0, 95.0, 100.0, 95.0, 100.0, 85.0, 70.0, 65.0, 80.0, 75.0, 80.0, 95.0, 100.0, 115.0, 100.0, 95.0, 85.0, 100.0, 105.0, 120.0, 105.0, 90.0, 75.0, 85.0, 70.0, 65.0, 55.0, 60.0, 70.0, 75.0]”</p> <ul style="list-style-type: none"> Observed factor levels: "[100.0, 110.0, 125.0, 135.0, 120.0, 125.0, 140.0, 130.0, 140.0, 135.0, 120.0, 105.0, 115.0, 110.0, 100.0, 85.0, 90.0, 80.0, 85.0, 75.0, 60.0, 55.0, 65.0, 50.0, 40.0, 30.0, 45.0, 60.0, 65.0, 75.0, 60.0, 45.0, 60.0, 75.0, 85.0, 90.0, 85.0, 90.0, 85.0, 90.0, 80.0, 90.0, 105.0, 100.0, 110.0, 100.0, 110.0, 120.0, 125.0, 140.0, 130.0, 125.0, 115.0, 130.0, 135.0, 120.0, 135.0, 140.0, 155.0, 160.0]", "[100.0, 90.0, 75.0, 65.0, 50.0, 40.0, 45.0, 55.0, 70.0, 80.0, 95.0, 90.0, 75.0, 90.0, 95.0, 90.0, 85.0, 70.0, 85.0, 70.0, 65.0, 55.0, 65.0, 55.0, 40.0, 55.0, 65.0, 80.0, 90.0, 85.0, 80.0, 95.0, 100.0, 95.0, 100.0, 85.0, 70.0, 65.0, 80.0, 75.0, 80.0, 95.0, 100.0, 115.0, 100.0, 95.0, 85.0, 100.0, 105.0, 120.0, 105.0, 90.0, 75.0, 85.0, 70.0, 65.0, 55.0, 60.0, 70.0, 75.0]"

trader_wrapper.4.player.intermediary_payoff

app: trader_wrapper; round number: 4. 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.	3931 (79.06 %)
Number of unique values	46
Median	160
1st and 3rd quartiles	140; 180
Min. and max.	-5; 240

trader_wrapper.4.player.gamified

app: trader_wrapper; round number: 4. Was the trading platform gamified in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.4.player.salient

app: trader_wrapper; round number: 4. Saliency (boolean)

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.4.player.notifications

app: trader_wrapper; round number: 4. Boolean: whether a player gets notifications about price changes

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.4.player.hedonic

app: trader_wrapper; round number: 4. Boolean: hedonic dimension of gamification in platform

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.4.player.treatment

app: trader_wrapper; round number: 4. The treatment applied during the session/event.

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

trader_wrapper.4.player.block

app: trader_wrapper; round number: 4. which block of experimental condition was applied during this round

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

trader_wrapper.4.player.training

app: trader_wrapper; round number: 4. Was it a training (practicing) round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.
-

trader_wrapper.4.player.start_time

app: trader_wrapper; round number: 4. Timestamp marking the beginning of the player's participation in trading

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

trader_wrapper.4.player.end_time

app: trader_wrapper; round number: 4. Timestamp marking the end of the player's participation in trading

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

trader_wrapper.4.player.payable_round

app: trader_wrapper; round number: 4. Was this round randomly selected for payment

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.4.player.day_params

app: trader_wrapper; round number: 4. specific parameters of trading platform for this round

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

trader_wrapper.4.player.block_name

app: trader_wrapper; round number: 4. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

trader_wrapper.4.player.treatment_name

app: trader_wrapper; round number: 4. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
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".
-

trader_wrapper.4.player.inner_treatment_name

app: trader_wrapper; round number: 4. treatment abbreviation (for internal use)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"s1"

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

trader_wrapper.4.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.
-

trader_wrapper.4.subsession.round_number

app: trader_wrapper; round number: 4. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "4". The variable contains 3.38 % missing observations.
-

trader_wrapper.4.subsession.tick_frequency

app: trader_wrapper; round number: 4. The frequency of ticks (updates or events) within the subsession.

- The variable only takes one (non-missing) value: "6". The variable contains 3.38 % missing observations.
-

trader_wrapper.4.subsession.max_length

app: trader_wrapper; round number: 4. The maximum duration or length of the subsession.

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

trader_wrapper.4.subsession.round_name

app: trader_wrapper; round number: 4. The name or identifier of a particular round within the subsession.

- The variable only takes one (non-missing) value: "Round 3". The variable contains 3.38 % missing observations.

trader_wrapper.4.subsession.corrected_round_number

app: trader_wrapper; round number: 4. The adjusted round number

- The variable only takes one (non-missing) value: "3". The variable contains 3.38 % missing observations.

trader_wrapper.5.player.id_in_group

app: trader_wrapper; round number: 5. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2000
Median	799.5
1st and 3rd quartiles	199; 1400
Min. and max.	1; 2000

trader_wrapper.5.player.role

app: trader_wrapper; round number: 5. Role assigned to the player in the study; Not used; internal otree

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

trader_wrapper.5.player.payoff

app: trader_wrapper; round number: 5. Payoff for the player in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	40
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 280

trader_wrapper.5.player.martingale

app: trader_wrapper; round number: 5. Informs if the martingale pricing method was employed to generate the price

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.5.player.stock_prices_A

app: trader_wrapper; round number: 5. List of prices a participant observes during the specific trading day (round)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Mode	<p>“[100.0, 90.0, 75.0, 80.0, 90.0, 95.0, 100.0, 90.0, 80.0, 75.0, 85.0, 100.0, 85.0, 80.0, 90.0, 85.0, 80.0, 70.0, 80.0, 95.0, 105.0, 90.0, 95.0, 105.0, 115.0, 105.0, 100.0, 85.0, 80.0, 70.0, 85.0, 95.0, 110.0, 120.0, 125.0, 110.0, 95.0, 80.0, 70.0, 80.0, 95.0, 100.0, 110.0, 105.0, 110.0, 95.0, 90.0, 75.0, 85.0, 70.0, 85.0, 95.0, 85.0, 95.0, 80.0, 95.0, 85.0, 75.0, 70.0, 65.0]”</p> <ul style="list-style-type: none"> Observed factor levels: "[100.0, 105.0, 100.0, 105.0, 120.0, 130.0, 125.0, 135.0, 120.0, 135.0, 130.0, 120.0, 135.0, 140.0, 145.0, 140.0, 125.0, 115.0, 100.0, 115.0, 120.0, 135.0, 150.0, 155.0, 150.0, 140.0, 145.0, 140.0, 135.0, 125.0, 135.0, 140.0, 125.0, 140.0, 125.0, 140.0, 135.0, 130.0, 135.0, 125.0, 120.0, 130.0, 115.0, 125.0, 120.0, 130.0, 115.0, 110.0, 100.0, 105.0, 100.0, 115.0, 100.0, 105.0, 90.0, 80.0, 90.0, 95.0, 105.0, 95.0]", "[100.0, 90.0, 75.0, 80.0, 90.0, 95.0, 100.0, 90.0, 80.0, 75.0, 85.0, 100.0, 85.0, 80.0, 90.0, 85.0, 80.0, 70.0, 80.0, 95.0, 105.0, 90.0, 95.0, 105.0, 115.0, 105.0, 100.0, 85.0, 80.0, 70.0, 85.0, 95.0, 110.0, 120.0, 125.0, 110.0, 95.0, 80.0, 70.0, 80.0, 95.0, 100.0, 110.0, 105.0, 110.0, 95.0, 90.0, 75.0, 85.0, 70.0, 85.0, 95.0, 85.0, 95.0, 80.0, 95.0, 85.0, 75.0, 70.0, 65.0]".

trader_wrapper.5.player.intermediary_payoff

app: trader_wrapper; round number: 5. 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.	3933 (79.1 %)
Number of unique values	50
Median	195
1st and 3rd quartiles	165; 215
Min. and max.	-10; 295

trader_wrapper.5.player.gamified

app: trader_wrapper; round number: 5. Was the trading platform gamified in this round

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.5.player.salient

app: trader_wrapper; round number: 5. Saliency (boolean)

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.5.player.notifications

app: trader_wrapper; round number: 5. Boolean: whether a player gets notifications about price changes

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.5.player.hedonic

app: trader_wrapper; round number: 5. Boolean: hedonic dimension of gamification in platfrom

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

trader_wrapper.5.player.treatment

app: trader_wrapper; round number: 5. The treatment applied during the session/event.

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

trader_wrapper.5.player.block

app: trader_wrapper; round number: 5. which block of experimental condition was applied during this round

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

trader_wrapper.5.player.training

app: trader_wrapper; round number: 5. Was it a training (practicing) round

- The variable only takes one (non-missing) value: "0". The variable contains 3.38 % missing observations.

trader_wrapper.5.player.start_time

app: trader_wrapper; round number: 5. Timestamp marking the beginning of the player's participation in trading

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

trader_wrapper.5.player.end_time

app: trader_wrapper; round number: 5. Timestamp marking the end of the player's participation in trading

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

trader_wrapper.5.player.payable_round

app: trader_wrapper; round number: 5. Was this round randomly selected for payment

Feature	Result
Variable type	numeric
Number of missing obs.	168 (3.38 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

trader_wrapper.5.player.day_params

app: trader_wrapper; round number: 5. specific parameters of trading platform for this round

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

trader_wrapper.5.player.block_name

app: trader_wrapper; round number: 5. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

trader_wrapper.5.player.treatment_name

app: trader_wrapper; round number: 5. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
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".

trader_wrapper.5.player.inner_treatment_name

app: trader_wrapper; round number: 5. treatment abbreviation (for internal use)

Feature	Result
Variable type	character
Number of missing obs.	168 (3.38 %)
Number of unique values	4
Mode	"s1"

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

trader_wrapper.5.group.id_in_subsession

Not used; internal otree;

- The variable only takes one (non-missing) value: "1". The variable contains 3.38 % missing observations.

trader_wrapper.5.subsession.round_number

app: trader_wrapper; round number: 5. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "5". The variable contains 3.38 % missing observations.

trader_wrapper.5.subsession.tick_frequency

app: trader_wrapper; round number: 5. The frequency of ticks (updates or events) within the subsession.

- The variable only takes one (non-missing) value: "6". The variable contains 3.38 % missing observations.
-

trader_wrapper.5.subsession.max_length

app: trader_wrapper; round number: 5. The maximum duration or length of the subsession.

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

trader_wrapper.5.subsession.round_name

app: trader_wrapper; round number: 5. The name or identifier of a particular round within the subsession.

- The variable only takes one (non-missing) value: "Round 4". The variable contains 3.38 % missing observations.
-

trader_wrapper.5.subsession.corrected_round_number

app: trader_wrapper; round number: 5. The adjusted round number

- The variable only takes one (non-missing) value: "4". The variable contains 3.38 % missing observations.
-

post_experimental.1.player.id_in_group

app: post_experimental; round number: 1. Identifier for the player within their group; Not used; internal otree;

Feature	Result
Variable type	numeric
Number of missing obs.	120 (2.41 %)
Number of unique values	2000
Median	787.5
1st and 3rd quartiles	181; 1394
Min. and max.	1; 2000

post_experimental.1.player.role

app: post_experimental; round number: 1. Role assigned to the player in the study; Not used; internal otree

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

post_experimental.1.player.payoff

app: post_experimental; round number: 1. Payoff for the player in this round

Feature	Result
Variable type	numeric
Number of missing obs.	120 (2.41 %)
Number of unique values	13
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 12

post_experimental.1.player.block_name

app: post_experimental; round number: 1. name of the block (specific experimental condition for this round/trading day)

Feature	Result
Variable type	character
Number of missing obs.	120 (2.41 %)
Number of unique values	4
Mode	"block 1 (G first)"

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

post_experimental.1.player.treatment_name

app: post_experimental; round number: 1. Treatment name

Feature	Result
Variable type	character
Number of missing obs.	120 (2.41 %)
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".

post_experimental.1.player.inner_name

app: post_experimental; round number: 1. Internal (abbreviated) treatment name

Feature	Result
Variable type	character
Number of missing obs.	120 (2.41 %)
Number of unique values	4
Mode	"s1"

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

post_experimental.1.player.notifications

app: post_experimental; round number: 1. Boolean: whether a player gets notifications about price changes

Feature	Result
Variable type	numeric
Number of missing obs.	120 (2.41 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

post_experimental.1.player.hedonic

app: post_experimental; round number: 1. Boolean: hedonic dimension of gamification in platform

Feature	Result
Variable type	numeric
Number of missing obs.	120 (2.41 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

post_experimental.1.player.sr_prefs

app: post_experimental; round number: 1. 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.	3930 (79.04 %)
Number of unique values	2
Mode	"Design 2"

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

post_experimental.1.player.sr_better_decs

app: post_experimental; round number: 1. 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.	3930 (79.04 %)
Number of unique values	2
Mode	"Design 2"

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

post_experimental.1.player.sr_better_have_option

app: post_experimental; round number: 1. 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.	3930 (79.04 %)
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".

post_experimental.1.player.sr_notifications

app: post_experimental; round number: 1. 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.	4276 (86 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5

post_experimental.1.player.sr_badges

app: post_experimental; round number: 1. 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.	4448 (89.46 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	2; 4
Min. and max.	1; 5

post_experimental.1.player.sr_confetti

app: post_experimental; round number: 1. 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.	4448 (89.46 %)
Number of unique values	5
Median	3
1st and 3rd quartiles	1; 4
Min. and max.	1; 5

post_experimental.1.player.gender

app: post_experimental; round number: 1. Gender of the player.

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	3
Mode	"Male"

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

post_experimental.1.player.age

app: post_experimental; round number: 1. Age of the player.

Feature	Result
Variable type	numeric
Number of missing obs.	3937 (79.18 %)
Number of unique values	67
Median	43
1st and 3rd quartiles	28; 58
Min. and max.	2; 627

post_experimental.1.player.nationality

app: post_experimental; round number: 1. Nationality of the player.

Feature	Result
Variable type	character
Number of missing obs.	121 (2.43 %)
Number of unique values	38
Mode	"CA"

- Observed factor levels: "AT", "AU", "BD", "BR", "CA", "CN", "CU", "CZ", "DE", "DO", "EC", "ES", "FR", "GB", "GR", "HK", "HR", "HU", "IE", "IL", "IN", "IT", "JO", "LV", "MX", "NG", "NL", "NP", "PK", "PL", "PT", "RO", "SE", "SG", "TR", "UM", "US", "VN".

post_experimental.1.player.education

app: post_experimental; round number: 1. Educational background of the player.

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	9
Mode	"undergraduate: 4th year"

- Observed factor levels: "did not graduate high school", "high-school graduate", "master", "MBA", "PhD", "undergraduate: 1st year", "undergraduate: 2nd year", "undergraduate: 3d year", "undergraduate: 4th year".

post_experimental.1.player.study_major

app: post_experimental; round number: 1. The major or field of study of the player.

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	4
Mode	"Other"

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

post_experimental.1.player.course_financial

app: post_experimental; round number: 1. Did you take any course focused on financial markets

Feature	Result
Variable type	numeric
Number of missing obs.	3937 (79.18 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	0; 1

post_experimental.1.player.experiment_before

app: post_experimental; round number: 1. Have you been taken part in an experiment before?

Feature	Result
Variable type	numeric
Number of missing obs.	3937 (79.18 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

post_experimental.1.player.trading_experience

app: post_experimental; round number: 1. Do you have any trading experience?

Feature	Result
Variable type	numeric
Number of missing obs.	3937 (79.18 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

post_experimental.1.player.online_trading_experience

app: post_experimental; round number: 1. Do you use mobile trading apps?

Feature	Result
Variable type	numeric
Number of missing obs.	3937 (79.18 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1

post_experimental.1.player.trading_frequency

app: post_experimental; round number: 1. How often do you trade online?

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
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".
-

post_experimental.1.player.portfolio_frequency

app: post_experimental; round number: 1. How often do you check the value of your portfolio?

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
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".
-

post_experimental.1.player.asset_class

app: post_experimental; round number: 1. Which asset class do you trade the most?

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	4
Mode	"Stocks"

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

post_experimental.1.player.use_leverage

app: post_experimental; round number: 1. Do you use leverage (e.g., trading on margin)?

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	3
Mode	"No"

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

post_experimental.1.player.purpose

app: post_experimental; round number: 1. What do you think is the purpose of this study?

Feature	Result
Variable type	character
Number of missing obs.	3937 (79.18 %)
Number of unique values	925
Mode	"not sure"

- Observed factor levels: "", "?", ".", "#absolutely no idea.", "to monitor risk and peoples perception", "1. To see which interface you prefer, when it gives you a trend of rising or declining stocks, probably to encourage selling or buying. It is also into predictive behaviour - if the share is rising 3 times in a row, will the trader buy or cut their losses.", "A simplified stock trading game experience.", "A study about decision making. Probably nothing to do with stocks.", "Ability to predict stock market prices", "About individual perceptions on trading.", "Amount of risk we are willing to take.", "Analyse decision making", "analysing my risk assessment", "analysing risk aversion", "Analyze my knowledge of financial operations.", "Analyzing how different UI's affect financial decision making", "Are you trying to understand psychology of people who use trading apps?", "Assess appetite for risk", "Assess how investors react to different notification methods", "Assess peoples ability to understand trading (in my case I just don't!). Probably something deeper, but I don't know what", "assessing how people take risks when it is fake money", "Assessing my understanding of risk and financial investing, seeing how much pretty badges and colors change my behavior.", "assessing risk", "Assessing the best way to invest money and gamble.", "assessing willingness to trade based on fluctuating prices filled with uncertainty and risk appetite", "attention and logic", "Attitudes to risk?", "attitudes towards stock trading", "Aversion to risk", "Behaviour study? Learn how different people react to stock price changes differently", "Behaviour Study? Learning how different people react to stock price fluctuations differently.", "can an individual with no experience make money buying/selling shares", "can i spot trends?", "check peoples financial knowledge of trading", "Chueh Jiaying 1006986068 (Cathy)", "compare interfaces", "Compare peoples preceived knowledge of trading against their actual level?", "Comparing different

trading interfaces.", "Comparing how people with different levels of experience and knowledge with trading stocks do when trading stocks", "Comparison of knowledge to behavior in financial markets.", "Cultivate students' interest in investing", "data prediction", "Deasigning new app", "Decision making when investing", "Decision making.", "Decisions in an unpredictable market", "Decisions on finance and risk taking", "decisions on stocks", "Decisions when given warnings and notifications", "Delayed gratification? I don't know. I thought it was to test the use of a new type of website.", "DELETE ME", "design of a trading app", "design of trading platforms", "Determine financial acumen", "Determine how people figure out percentiles", "determine the risk taken by individuals", "Determine trading behavior based on different types of alerts/notifications.", "Determine trading behaviour", "Determine which design appeals to which kind of trader.", "Determine willingness to take risk", "Determining if trading interfaces play a role in how aggressively a person trades stocks.", "Determining whether financial literacy has any impact on stock market trading ability.", "Do evaluate people's decision making in regards to buying and selling stocks.", "Do try to understand if notifications influenced decision making and to observe the behaviour of when people are likely to buy or sell depending on conditions", "Does gamification produce more trades.", "don't know", "Don't know", "Don't know", "Dont know", "Either to show how fluctuating the stock market is and how quickly one can loose everything or to see how badly I will do and how I will feel about this? I am not surprised that I did badly- thats the reason I do not play the stock market! I am no good at it! No good at maths at that level", "evaluate a investment webdesign", "Evaluate a new trading platform feature.", "evaluate a platform", "evaluate an app function", "Evaluate if visualisations make any trading difference", "Evaluate the features of online trading platforms", "evaluate two trading presentation models", "evaluating an app design for trading", "evaluating different features on trading platforms", "Evaluating how people understand stocks.", "Evaluating the impact of platform features on trading decisions", "Familiar with market trading", "Finance", "financial decision making", "Financial decisions.", "Financial knowledge", "Financial knowledge and investing", "Financial literacy", "find best traders", "find fincally literacy", "Find out how people invest", "Gain understanding on perceptions of stock trading", "Gamification of stocks", "Gauge financial knowledge", "Gauge responses to different types of trading platform UI", "GAUGE RISK TAKING", "General knowledge of stock market and risks", "George Theoharis 1007271845 To teach people how investors look at trends within the market to make trades. To also test different platforms when we see how much we are making/loosing how conscious we are of what is going on. Ive also only used margin 2-3 times before very scary.", "Get a better sense of how the financial market works.", "Getting ideas about individual's trading performances.", "hard to say; the experiment terms are just a random walk with incomplete information and no fundamental value to the "stocks"", "How risk averse we are?", "How a person can decide to buy or sell stock in a high paced environment.", "How a person can gauge the stock market and if it cost more to repeatedly trade the same stock.", "How a person reacts to taking a risk.", "how a person trades", "How and when people buy and sell stocks.", "How do people react to money increasing/decreasing and what decisions will they make", "How does app design affect the outcome of trades", "How hard it is to trade", "how i would trade on a stock market", "How investors trade and their preferences.", "how investors trade on digital platforms", "How investors trade on digital platforms.", "How knowledgeable people are financially and IF they can learn. Which I don't think I can.", "How much do we know about trading.", "how much we know about the stock market", "how people are affected by stocks' movement", "How people assess risk in terms of anticipating price changes", "How people behave given different interfaces", "How people make investment decisions.", "how people perceive the stock market", "how people react to rising and falling amounts when trading", "How people respond to pressure when expected to make financial decisions and hoping for the best", "how people think who trade", "how people trade in response to price changes", "How people trade on the market.", "How people trade stocks", "how people understand finances and speculative gambling", "How people's trading behaviour is", "How retail investors trade on digital platforms", "how retail investors trade on digital platforms.", "How retail investors trade on digital platforms.", "How risk averse I am", "How the design of a platform affects a person's buying and selling choices", "How the different alerts may influence our trading??", "How the different layouts affect the performance of the trades.", "how the info banner changes behavior of investors.", "how the interface affected trading choices", "how to understand stock market", "how we take risks", "how we trade", "How we would buy and sell stocks (I'm not really sure)", "How well do i understand trading in stocks", "How well I can predict a random stock market?", "How well I trade?", "how well people predict trades", "How well we are knowledgeable regarding stocks.", "how well we trade", "human dynamics on stock trading", "hunches", "I am flummoxed - I genuinely don't know.", "i am not sure", "I am not sure", "I am not sure thank you", "I am not sure.", "I believe it is to assess the investment psychology of the average population.", "I believe the purpose of this study is to analyze the psychological biases that traders exhibit, even when they are told that asset price movements are random. There is a 50% chance of the stock going up or down, so past price movement should not have any impact on future prices. The program even provided notifications like "the price went up 3 times" even though this information is irrelevant to what will happen next. There may even be biases like the sunk cost fallacy

at play, where an investor will hold their investment even as the price trends downward, which in this experiment would indicate that the asset is even less likely to return to the initial price.", "I believe the purpose of this study is to gauge the level of trading skills students have and to see if there is any correlation with a students understanding of finance.", "I believe the purpose of this study is to understand the trading habits of consumers. Given the set of rules and understanding the general understanding of how markets work and the relatively simple questions given after you can measure how well people did at the game and compare it to the number of correct responses in the quiz.", "I believe the purpose of this study was to determine whether Design 1 or Design 2 (went up/down three times) helps traders increase their profits more.", "I do not know", "I do not know, perhaps risk taking.", "I do not know.", "i don't know", "I don't know", "I don't know", "I don't know what the purpose of this study is.", "I don't know, but it was pretty frustrating, and now I feel like I don't know what I'm doing. :(", "I don't know, to see how we perform in trading?", "I don't know.", "I don't know. So hard to guess.", "i dont know", "I dont know risk aversion perhaps", "I have absolutely no idea", "i have no idea", "I have no idea", "I have no idea.", "I have no idea. I usually don't try to even guess that.", "I honestly don't know. My guess would something having to do with the designs and going for achievements maybe... Cause a lot of times it's not smart to make a buch of moves.", "I investigate financial knowledge and risk taking behaviour", "I never think about purpose.", "I think it is to ascertain peoples understanding of how stock markets work", "I think it is to find out if status updates (the red and green warnings that popped up) influence a person's decisions and result in better investment choices.", "I think it is to see if the flagging of repeated increases or decreases changes behaviour.", "I think it may be to see whether people behave in a certain way with the information given.", "I think it was to see if using achievements encouraged people to trade more than a traditional interface.", "I think it's looking at differences in behaviour based on different things that give feedback or encourage the user to trade. For example the achivement badges for trading and also the display of your current loss/profit from the difference between when you bought a share and sold it. I assume there's also something being looked at in differences in how people predict future behaviour but I'm unsure of the exact purpose of the study.", "I think it's to get an idea of how an investor might trade on the trading platform.", "I think it's to see what effect the badges and stuff have on how often people trade.", "I think just let students knows how trading works and market changes.", "I think that the purpose of this study is to gain real life experience on trading stocks. This study also trained us to observe and analyze the pattern of the stock as well as the trading system of the platform in order to be able to gain profit easily.", "I think that this study aims to understand how much people, especially students, know about trading.", "i think the purpose is to predict what the value of our trade is", "I think the purpose of the study is to determine the most effective design for a trading app.", "I think the purpose of this is to apply trading knowledge in a simulator so that we can avoid real loss. We generate profit in by buying and selling at a specific time. Also, we have to observe the trend of how the price fluctuate to make our final decision within a short amount of time. It is very close to trading in the real world, buying at a high price and selling at low price than purchase price might incur significant losses", "I think the purpose of this study is to gauge how a typical person buys and sells stocks based on what limited knowledge of the experimental market they have.", "I think the purpose of this study is to get real world experience and putting the theory we have learnt to test Learning and trying to use the concept of buy low sell high using only one stock for understanding purposes and with unpredictable market behaviour Name-Siddhant Kamal Bakliwal Student #- 1006539293", "I think the purpose of this study is to look at, analyze, and predict the choices of retail investors and their trading decision-making during price fluctuations. The quiz is to correlate the financial knowledge of the trader and the trading decisions they make.", "I think the purpose of this study is to see how people make decisions when buying and selling stocks.", "I think the purpose of this study is to show how much stocks fluctuate", "I think the purpose of this study is to understand how normal people think about financial transactions.", "I think the purpose of this study is to understand how people make decisions about investment, how they look at risk and return, and how they react to different types of information.", "I think the purpose of this study was about the Online trading on stock markets.", "I think the purpose of this study was to determine how people invest when it comes to volatile stocks and bonds.", "I think the purpose of this study was to examine the financial literacy of people across different backgrounds and ages.", "I think the purpose was to analyse different human behaviours of consumers, and see how an investor would react to changes in stock price. It also aims to look at how investors might change their decision given a prompt that notifies them about stock prices with multiple continuous shifts in one direction. This ties into how investors view trends and make investments based on probability and other factors like patterns.", "I think this proves a point to me that I do not belong in the stocking trading field at all. There are too many variables to look at to make a timely decision on whether a stock will be going up or down in price. I feel that the purpose of this study is to keep me out of the markets and leave it to the analysts who do this for a living.", "I think this study is meant to determine how desirable certain features are on a trading interface.", "I think we need to know the stock system is unpredictable. We can use financial knowledge to make the stock predict more precise.", "I think you are

interested in seeing the patterns of how we trade, as well as see how our knowledge is of financial markets.", "I think you wanted to see the emotional state of a trader when you put them in different scenarios. both starting in winning positions and losing positions. I've been trading for so many years no i feel numb inside so i dont get emotional anymore. I just made a mistake not timing the rounds in the first round to understand whether to cut losses or wait for price to rebound", "I would not like to guess", "I'm not sure to be honest. . .", "i'm guessing to see what types of people do better at trading stocks and what types of people enjoy things like the unlocks and encouraging messages and what not and if people who are smarter dislike those things or something.", "i'm not sure", "I'm not sure", "I'm not sure, to see how well layman do in stock trading", "I'm not sure, trading for profit or loss", "I'm not sure.", "I'm not sure. It was fun though, thank you.", "I'm not too sure, besides analyzing the decision making of someone trading. It could also be to get feedback on the design for a trading platform.", "I'm unsure", "I've no idea but it was fun . . . thanks!", "Idk", "If different in app features help a trader to make money or not", "If the person understands market trends", "If we understand what trading is about.", "im not sure", "Impulse control.", "Individual trading behaviour", "Introduce the trade warning feature", "intuitive grasp of trading", "Investigate how people view investing in stocks/", "investigate how retail investors trade on digital platforms", "investigate how retail investors trade on digital platforms.", "investigate investor behavior", "Investing behaviors based on the design of the platform", "Investment decisions", "investments", "Investor decision making", "investors' behavior", "It has something to do with your hypothesis. That's all I can surmise. Like, I barely managed high school.", "It helps me to have a certain understanding of investment transactions, so that I can be more sensitive to the amount or trend of transactions after the actual operation.", "it is about stock", "It was difficult", "It was to check to see how familiarize I was in the stock market.", "its awesome", "Its to find out how people deal with the risk of their investment", "Jessie Bui, MGT330,1005544109 To see if retail traders perform better with many or fewer trades. To see if retail traders can accurately predict the next movement of the stock.", "jialan wang 1005970763", "Jiecheng Huang 1006144851 I think the purpose of this study is to better understand trading strategies and how they can be implemented in actual trading. From the experiment, we hope to understand how performance can be related to certain trading strategies.", "Judgement used while trading in the stock market.", "Just to know how investors trade on digital platforms.", "Know how stock works.", "know more about risk", "knowledge of trading stocks", "Knowledge on the financial market and how much risk we are willing to take?? Best answer, I have no idea to be honest.", "learn about sticks", "Learn how to make an investment decision when facing a fluctuate stock price.", "learn how to trade", "Learn how to trade", "Learn how to trade in real life name: Tianyi Zhao student number: 1006729453", "learn the trading movement and better know how the buy and sell work.", "Learning about trading and different types of platforms to trade on", "Learning how to invest in real life.", "Learning how to invest in stocks", "learning how to trade stocks", "Let us actually experience the trading process.", "Linvestments", "Look at different trading techniques", "looking at decision making under changing circumstances", "Looking at strategies to manage risk", "Looking at trading habits", "make people who are new to financial market to familiar with the market trading", "Making decision on stocks.", "Manual high frequency trading and psychology of retail investor", "Market is hard to predict.", "market prediction", "Maybe ability to judge how to trade", "Maybe to see if whipping up a bit of excitement about the number of trades encourages people to trade more than they otherwise would.", "Maybe to test out a new trading platform. Seeing if people prefer a certain design or feature over another.", "Measure how I approach risk?", "Measuring aggregate financial/ stock trading competencies", "Mgt330 FangZihao 1008205194", "My knowledge of online trading.", "My name is Boyang Lin, one of the students in the second section of MGT330. My student number is 1006083863. I think that playing an investment game is a way to practice investing without using real money. It's helpful for newbies like me to learn how to invest in the stock market and make smart decisions. Now I think if I want to invest, I can learn how to research companies, evaluate stocks, and analyze market trends.", "n/a", "N/A", "na", "Name: Huanhuan Shen Student number: 1007221668 To illustrate the investors' behaviours when they invest money, and to see what will investors do when the stock price goes up or down under the stock price change in a good or bad states or under the change of states.", "Name: Ifeoluwapo Somoye Student number: 1006736098 The experiment enables students to practice trading.", "Name: JINGYI XU Student#: 1006416273 Investing can provide a means of growing wealth that goes beyond simply saving money. Over time, the compounding effect of investment returns can help me build a substantial portfolio of assets that can provide financial security and stability in the long term.", "Name: Zixuan Ai Student Number: 1005100356 I consider the purpose of this study to be analyzing the impact of probabilities on stock trading. In this experiment, the expected return in a good state is 1 per move, while the expected return in a bad state is negative 1. Therefore, if we are able to identify the good and bad states, there might be a method to generate a positive expected return.", "no", "no clue", "No clue", "no idea", "No idea", "No idea - forcing me to trade? I usually buy and hope they'll get takeover. . .", "No idea but it was fun.", "No idea, other than the possible gamification of trading.", "No idea, to see how we trade, when achievements are offered maybe", "no idea!", "No idea. I just made guesses. I could see little

difference between the two options.", "Not a clue, sorry. I mostly buy MS, but buy some dividend bearing stocks which I rarely sell.", "Not exactly sure", "not got a clue", "Not really sure", "Not really sure besides looking at styles of investing maybe.", "not sure", "Not sure", "Not sure - to evaluate behaviour when investing in stocks?", "not sure as in the real world its close to impossible to guess what a stock may do", "not sure really, i struggled with it", "Not sure whether it's testing out a new look trading platform", "not sure, decision making perhaps based on patterns", "not sure, gathering info on age range, etc for trading", "Not sure!", "Not sure.", "Observing differences in behavior with different formats of information in a scenario I would describe as "day trading."", "Observing how real life trading knowledge influences simulated trading behavior.", "ok", "On line trading advertisement", "online trading", "Online trading on stock markets", "ONLINE TRADING ON THE STOCK MARKET", "online trading stock", "Opinion on trading apps", "Our thoughts on smart trading.", "peer pressure through gaining badges", "pengrui huang 1007017844 experience the real time trading decision making process", "People perception on trading apps", "People's risk taking ability regarding money.", "People's understanding of trading?", "peoples investment habits", "peoples level of risk", "perception", "perception of individual trading knowledge and user preference toward trading", "Perception on trading", "Perceptions on stock trading platforms", "Perhaps to explore how "bells and whistles" influence more trades on a platform is one aspect of your study. Great survey btw, very fun for me as I love watching the charts. Thank you!", "Personal trading patten", "Possibly to determine certain peoples ability to predict changes in stock prices", "Potential trading design", "predictability of stock market", "Predicting and analyzing the stock market", "predictive", "Presumably it's something about seeing how people interact/invest with slightly different trading platforms", "psychological experiment Student name: Zexuan Liu", "psychology of stock trading.", "Psychology of trading", "Purpose??? I do not know.", "Raising financial awareness", "Research into trading apps.", "risk", "Risk", "Risk Allocation", "Risk and calculation of making profits", "Risk and decision making", "Risk and interface assessment", "Risk and reward.", "Risk assesment", "Risk involved in buying and selling stocks", "risk management", "Risk management", "Risk management and statistical analysis", "RISK STRATEGY", "Risk taking", "risk tolerance", "risk v reward", "risk/reward choices", "See financial/stock knowledge", "See how different platforms affect trading frequency", "see how knowledgeable people are", "See how many people understand how to trade-buy low, sell high.", "See how much the average person would know what trading?", "See how people make decisions?", "See how people manage the risk", "See how people manage their money on different platforms", "see how people react to market trends?", "see how people react to several increases in a row or decreases", "see how people respond to fluctuating markets", "see how people trade", "see how people traded", "See how we take chances.", "See how well individuals trade", "See how well we do trading stock by prediction.", "See how well we judge market changes when making decisions to buy or sell", "See how well we would do in making decisions.", "See if alerts are helpful to traders", "see if i know about trading stocks and see which platform I prefer", "see trader behavior ? based on ui or ux", "see wht understanding of trading might be", "Seeing how much people know about trading.", "seeing how people take risks when investing based on how much experience with investing they have in real live", "Seeing how people trade.", "Seeing how the design of a trading app impacts trading performance", "Seeing how well you understand the trading process", "Seeing if the 3 times increase or decrease notification made you panic/pressure buy or sell", "Seeing if trading interfaces can change behaviour", "Seeing what interface made people more money", "Seemed like research for developing a trading app", "Show how dumb trading is if you don't have any specific knowledge of a company and its market position.", "some part of it is the financial decisions and some part may be of the concentration while doing the decisions and risk taking decisions", "Someones judgements when trading.", "Something to do with risk taking?", "Something to do with risk?", "Start everyone off equal, then check the end results!", "stock investment predictions", "Stock market acumen", "Stock market and risk taking", "Stock market financial experiment", "Stock markets", "Stocks and trading", "Strategy's used when trading", "study about knowledge of trading stock on daily basis", "Study behaviours related to app interface", "STUDY IS ABOUT DECISIONS ON INVESTMENT", "Study more financial information and tools to create a better portfolio and earn money.", "Study of people's reactions toward price change and momentum. Name: Aodong Tian #: 1006299881", "Study of people's reactions toward price change. Since we are given no information about the market and stock, we are basically guessing the stock price base on the trend and momentum.", "study price trends to maximise profits", "Study the effect of trading software on users' trading frequency.", "Study the trends of human psychology in a risky trading environment.", "Study trading behaviour and risk averseness of individuals", "study trading habits", "study training options", "studyng the psychology of trading app features", "tell student how to trade in different state", "test a new app", "Test judgement skills", "Test knowledge of trading", "Test people's patience", "Test people's trading skills", "Test rationality in markets and how previous trading experience affects it. Also how framing the market user interface affects trading volume", "Test retailer investor trading habit", "Test skills?", "Test whether users were more likely to make trades when the icons were involved.", "testing ability to trade based on interfaces", "Testing attitude to risk", "testing daily stock trading platform", "Testing how capable

people are at trading", "Testing how good people are at choosing when to sell", "testing how good people can recognise stock market changes", "Testing knowledge of the stock market", "Testing out a new trading model", "Testing people's knowledge of stocks.", "Testing platform preferences", "testing platforms and risk", "Testing share platforms", "testing what leads to better financial decisions", "The ability to invest and understand how to do this in a profitable way.", "The aim of this study is to collect data and insights into how people make financial decisions in order to better understand how different people approach financial issues.", "the gamification of financial trading and its impact on individual decisions", "The investment game can offer opportunities for individuals to participate in the growth and development of businesses and industries, as well as support important social and environmental causes through impact investing.", "The level of patience an investor has before buying and selling stock", "The purpose is possibly to evaluate individuals' financial knowledge and how that corresponds to their ability to trade stocks and evaluate potential future financial returns.", "The purpose is to gauge risk tolerance", "The purpose is to gauge whether or not a person can accurately predict market fluctuations.", "the purpose is to see an investment system online and know when to invest and sell", "The purpose is to study more financial concepts and financial tools to create a better portfolio and earn money.", "The purpose of the study is base on trading decisions.", "The purpose of the study is financial decision.", "The purpose of this study appears to be to gather information and insights about people's knowledge and understanding of personal finance, including various financial instruments and concepts, such as stocks, bonds, mutual funds, interest rates, and credit card debt. The study may also be interested in assessing people's financial literacy and ability to make informed financial decisions.", "The purpose of this study is to determine buying power and knowledge of the stock market.", "The purpose of this study is to examine retail trading platforms and their impact on financial markets, and to gather data on how participants trade assets on a virtual financial market.", "The purpose of this study is to gather data and insights on how people make financial decisions and to better understand how different individuals approach financial situations.", "The purpose of this study is to investigate how people make decisions in a simulated trading environment, and how their perceptions of the market affect their trading strategies. The researchers may also be interested in exploring the impact of different trading platforms on participants' decision-making processes and earnings. The study aims to shed light on the factors that influence individual investment behavior and inform the development of more effective financial education programs", "the purpose of this study is to see how people trade online depending on the design", "The purpose of this study is to show how much students know about trading.", "The study aims to investigate how retail investors trade on digital platforms", "The study seemed to want to know if we would take more risks if encouraged by a game-like trading environment.", "The survey was about how retail investors trade.", "There were 2 options - assess preference", "They prepare and review the financial information relied upon by investors, lenders, businesses and other organizations throughout the world. Accountants also provide expert advice on taxes, financial planning, information systems and a wealth of other business matters.", "This study is making students have experience on trading on market. Zhuoqun Yi, 1006229555", "Timing of trades based on trends", "To access financial literacy", "To analyse how people respond to fluctuating stock prices.", "To analyse people's perception of their own risk.", "To analyse the way customers make their decisions based on real time experiences.", "to analyze individuals financial literacy of some sort, I believe.", "To analyze people financial knowledge in relation to stock trading", "To analyze the effect and result between trading performance and academic experience", "To ascertain general knowledge of trading on the stock market and levels of skill amongst the general public.", "To ascertain how often people would trade given that they could not predict with any certainty how the market would perform.", "To ascertain how one persieves about rising or falling trends.", "To ascertain people's financial knowledge and to decide which option of trading is more popular", "To ascertain the margins where an individual purchases stocks.", "to ascertain which trading platform traders would prefer", "To asses whether price notifications result in riskier trading?", "to assess a persons judgement of financial price movements", "To assess how to trade on market platforms. To analyze how people take risks", "To assess if the badges increase trading", "to assess knowledge of stock market trading", "to assess my knowledge on trading", "to assess peoples ability to evaluate risks of stocks and make invest accordingly", "To assess peoples understanding of trading on a market - there ability to take risk", "To assess prediction ability and establish likelihood of risk using different interfaces", "to assess responses to risk how added information /alerts are used", "To assess risk relative to interface.", "To assess the effect of trading 'incentives' on the behaviour of the user. Using 'achievements' to encourage the user to trade more might result in more trading occurring. This experiment was to see if that was the case.", "To assess the gullibility of people with more money than sense", "To assess usability of digital trading.", "To assess willingness to take risk", "To baffle me", "to better understand financial literacy and experiment with investing into stocks", "To check a trading platform attribute.", "to check financial knowledge when trading in stocks", "To check how many people understand the financial market", "to check knowledge of trading", "to check on peoples willingness of risk?", "to check our knowledge on stocks and marketing or choose the best website layout for investing", "To check people tendencies of

trading on a trading app", "To check people's knowledge", "To check students' financial literacy and give them an insight into how stocks and trading work.", "to check the psychology of people when they are trading", "To chose between two different platforms for trading.", "To compare the differences in how people with no reading experience compare to those with trading experience.", "to compare two trading platforms", "to convince me not to try to time the market", "To create a trading app.", "To decide as an individual when I feel its right to buy & when to sell.", "To design an app for trading", "To determine how people perceive the risks with trading stocks", "To determine how people respond to trade opportunities on a moving market.", "To determine if knowledge/experience in this financial sector contributes to success within the stock experiment.", "To determine if people with experience of trading make better investment decisions.", "to determine knowledge and preferences for graphics in online trading platforms", "To determine knowledge of finical experience", "To determine people's habits when trading.", "To determine risks", "To determine stock knowledge", "To determine stock risk taking.", "To determine the level of risk and number of trades made", "To determine the trading tendencies of individuals based on their knowledge and experience.", "To determine whether creating aesthetic incentives for trading (e.g. badges, achievement pop-ups that have no bearing on finances and profitability but look nice) may cause someone to trade more than they otherwise would. However, one thing that was not rated but that I preferred from the more colourful trading platform was that the Buy/Sell buttons were coloured, which made it clearer than the normal "1" or "0" to know whether I currently owned the stock or not.", "To determine whether participants could make the most appropriate actions, regarding buying or selling stock, in light of available information.", "To determine whether participants like the stock design with more information or with less, and to determine which one actually produces better outcomes.", "To determine whether people can make financial decisions relating to stocks.", "To determine whether those with limited stock market knowledge will invest correctly and make a profit compared to others with knowledge of the stock market.", "To discover the knowledge of trading in certain groups of people", "To establish people's understanding of the stock market and to determine the suitability of the app.", "To evaluate different trading platform options, like gamification?", "To evaluate how people decide to buy or sell stocks.", "to evaluate how stock rates are perceived and their visuals work alongside this.", "To evaluate how the average person understands investments", "To evaluate peoples trading strategies", "To evaluate the amount of knowledge people have about trading.", "To evaluate the different trading platforms.", "To evaluate the process of stock trading using a platform with constantly updated information.", "To evaluate the risk appetite for stock purchase.", "To examine how people respond to shifts in the market", "To experiment with trading and get insight into how long/short positions work.", "To find out how people perceive different trading achievements.", "To find out how people perform when trading depending on their experience and background.", "To find out how people trade stocks. When do they buy and sell stocks. Do they trade frequently or buy a stock and ride with it? How much do they look to earn per sale before they finally pull the trigger and sell it.", "To find out how retail investors trade on digital platforms.", "To find out how risk averse people are?", "To find out how trading takes place", "To find out how you invest money and how to make money", "To find out if people like trading apps that have cute icons. . . ? I really don't know.", "To find out if people think it would be easier to trade on the stock market with the notifications on the second tables", "to find out if prompts about stock value changes affect trading habits", "to find out my ability to invest", "to find out on the marketing expertise of the participants", "To find out people's understanding of finance and the stock market", "To find out perception of people trying to gauge the Stock Market.", "To find out the best platform for trading for people", "To find out the effect of certain features (such as 3 times same direction movement or ability to see your profit) on your trading behaviour. My guess is that the first feature makes your trading less rationale (as you are more likely to panic when seeing this notification), while the ability to see profit makes you more likely to hold, as you see a potential opportunity to lose when selling under bought value.", "To find out who would be good when it comes to trading by seeing who would use their money wisely.", "To gage the knowledge of an average to below average retail trader.", "To gain an insight into how you perceive the stock market and buying and selling shares at the right time", "To gain insight as to at what point people are likely to buy/sell in the stock market.", "To gather individuals' trading methods to further design a better user interface. Understanding user's decisions could help create more profits in the market", "To gauge how people react with real time stock markets and their decisions based on their own predicted outcomes.", "To gauge how people respond to constant changes in share prices - if they are willing to take an immediate loss if share price starts to fall and take an immediate profit if price starts to rise above purchase price - or do they prefer to take a 'wait and see' approach", "To gauge how people will react to changing markets through buying and selling", "To gauge knowledge", "To gauge my aversion to risk", "To gauge people's reactions to trading platform features (for example, the "congratulations" and the badges were distracting to me but could've also falsely boosted people's confidence and influenced their trading), to gauge people's self awareness in these biases, to see the level of financial literacy a person has against their level of expertise and / or education.", "To gauge personal risk on investing", "To gauge what people think to a new trading UI", "To gauge

whether the notification is helpful when trading", "to get better understanding of trading", "To get feedback on a trading platform", "To gauge the best visual system for trading", "To help better understand how trading works better for those who trade.", "to identify and evaluate how different individuals make trades and use the information provided to make trades.", "To identify how people trade", "To identify people's willingness to engage with risk based on their experience with finance?", "To identify those willing to take risks in order to gain financial benefit from trading", "To intuitively learn more about how to decide the position, trade in an uncertain economic stock market.", "To investigate how investors trade.", "To investigate how retail investors trade on different platforms", "To investigate how retail investors trade on digital platforms", "to investigate how retail investors trade on digital platforms and also learn how to stock and bond", "To investigate how retail investors trade on digital platforms.", "To investigate how retail investors trade on digital platforms. But perhaps some UX information as well considering the question about UI elements.", "To investigate how the design of a trading app affects traders' decisions", "To investigate the impact of price signals on investor behaviour.", "to investing our trading habits", "To judge financial knowledge", "To judge how others rate their own financial knowledge.", "To know about a new trading styles and also work on a new trading design.", "To know how decisions are made when trading financial markets.", "To learn about stocks and bonds", "To learn about the investment habits of those individuals not well versed in investment for the purpose of creating a beginner friendly app.", "To learn basics in trading", "To learn how people act during stock exchange", "To learn the habits of individuals of different financial knowledge levels.", "to let us know about the options of using a trading site to buy & sell and how simple it could be.", "To look at how people make trading decisions", "To look at the impact of different user interfaces on investment behaviour.", "To look into peoples willingness to take a risk", "To measure people's perceptions of their own financial acumen.", "to measure risk against potential of return", "To minimise bias, I would only consider a studies purpose when specifically asked, otherwise I just try to immerse myself in the task. On reflection I would consider the purpose around, risk taking related to financial decisions. Having said that some of these studies are devilishly clever and unpredictable.", "to monitor the movement in stock markets and maximise profits", "To note the different strategies one who is more experienced in trading may use compared to one who is not as experienced.", "To participate in a mock trading session", "To see aptitude in stock trading.", "to see financial literacy", "To see financial literacy of people.", "To see how a person behaves buying/selling versus their knowledge in that area.", "To see how a person's common sense might be impacted by dumb things like achievement badges and virtual confetti?", "To see how aggressive people are when trading", "To see how average people would see stock trends.", "To see how aware people are about stock trading.", "To see how different demographics take risks.", "To see how different displays of trading affects or changes behaviour of risk or not", "To see how different interfaces affect trading behavior.", "To see how different interfaces impact trading behaviour?", "To see how different layouts of trading platforms influence our habits", "to see how different people act with varying amounts of knowledge", "To see how different people assess risk with stocks", "To see how different people like stock alerts or not in trading.", "To see how different people trade stocks", "To see how different people would trade and how every individual understands trading", "To see how dumb retail investors are.", "To see how easy it was to manipulate people into gambling away their money. Also why, when I have said that I don't trade do I have to answer questions that say I do?", "To see how easy this platform is to use for a person with limited knowledge of finance", "To see how financially literate people are when it comes to investing.", "to see how fluent people are in stocks", "To see how gamification of stock trading does or doesn't change how people trade, maybe?", "To see how good certain people are at trading", "To see how I made decisions in trading based on trends.", "To see how information notifications affected our trading decisions.", "to see how investors react to stock price fluctuations. do they buy low and sell high or vice versa", "To see how knowledgeable people are about the stock market.", "To see how likely people are to take financial risks based on previous knowledge of the market", "to see how many people took risky trading options", "To see how many people understand stock market trading.", "To see how much people know about trading.", "To see how much people understand how to trading on online stock markets.", "To see how much profit everyone can make and to see what choices they will make.", "To see how much risk people are willing to take in their investments?", "To see how much risk people are willing to take when buying and selling stocks.", "To see how much risk we are willing to take when there is a bonus at stake.", "To see how much the average investor knows about the markets?", "To see how new individual act in the market, and if they can learn quickly to the market trends. Francesco Zita (#1007073916)", "To see how none user react", "to see how notifications affect risk taking", "To see how notifications of positive and negative stock movement affect people's willingness to buy and sell", "To see how often I would trade the stocks I purchased.", "To see how ordinary people view the stock market", "To see how participants make trading choices.", "to see how people act when investing", "To see how people behave when trading?", "to see how people bid on stocks", "to see how people buy and sell and evaluate", "To see how people day trade", "To see how people feel about gamifying investment apps.", "To see how people interpret information given on a stock chart.", "To see how

people invest quickly in the market.", "To see how people judge risk vs reward.", "To see how people judge the market and makes choice when to sell and buy.", "To see how people like the prompt of the stocks going up or down", "To see how people make decisions? If people trust their predictions and are willing to take risks?", "To see how people play the stock market.", "To see how people react to changes", "To see how people react to fluctuations in the stock market.", "To see how people react to incentives to trade.", "To see how people react to losing or gaining money in stocks and how their confidence changes", "To see how people reacted to the prices of each stock depending on if it was going up or down and if they were in profit.", "to see how people respond to changes in stock prices", "To see how people take risks", "to see how people think about stocks, and bonds and if they can get the hang of doing the stock market.", "to see how people trade", "To see how people trade", "To see how people trade differently depending on the layout of the study", "To see how people trade on digital platforms", "To see how people trade under different UI/UX presentations", "To see how people trade using an online trading platform", "to see how people trade, evaluate risk. Whether they look for short term small gains, long term bigger gains", "To see how people understand trading, using the platform.", "to see how people use stock markets", "To see how people would trade stocks in a simulation", "To see how quickly people panic and dump falling shares", "To see how risk adverse people are", "To see how risky people are in terms of financial investment", "To see how smart someone is with stock trading, selling, and buying.", "to see how someone will predict the trading of buying in and selling and how they decided based off making a profit or not. as well as the design showed to us and the rewards", "To see how successful we would be in trading stocks", "To see how the average retail trader trades and interprets the signals on a platform for a given stock.", "To see how the different interfaces influence trading behaviour", "to see how the everyday person trades stocks and the fluctuations", "to see how trading is affected by the message that shows when the stocks have gone up or down a certain amount of times", "To see how we act when stock prices change", "To see how we behave in financial situations", "to see how we react to price changes, and whether the type of graph helps us decide", "To see how we would buy and sell based on limited information on a stock. I prefer 401ks, you get to invest in many mutual funds and other options. I have always put 20% in low risk, 20% in high risk and 60% in the middle and have always done well.", "to see how we would invest our money", "To see how we would trade on different apps", "To see how well I do trading with little to no experience.", "To see how well people are able to trade in the stock market and how well they understand trading concepts.", "To see how well people did with the stock market", "To see how well people do", "to see how well people understand how to trade on the market", "to see how well people understand the stock market", "to see how well versed people are on investments", "to see how well you can make and understand the stock market", "To see how willingly I am to take risk, and comprehend trading", "To see if a gamified experience is better than a non gamified one.", "To see if a novice could make a profit", "To see if alerts affects peoples actions in the market", "to see if anyone has an idea how to trade!", "To see if app is attractive and helpful to trader.", "To see if badges, etc. lead to more trades and/or a more optimistic outlook.", "TO see if buy and hold is better than trying to time the market", "To see if certain functions of a trading site can help traders make decisions.", "To see if distraction made any difference to performance", "to see if flashy graphics and gimmicks are useful for traders. if achievement targets make for riskier trades", "To see if following trends can make you money", "To see if gamifying trading made people less risk averse? Or prompted more trading in general?", "To see if I could be nudged into trading more often than might otherwise be the case", "To see if I could make a profit in a trading experience.", "To see if I could predict the markets", "To see if I have any sense about investing.", "To see if I understood trading", "To see if I'm good at the stock market", "To see if one can make a profit following market move guidelines.", "To see if people can predict markets in stocks", "To see if people overtrade. More specifically do they buy high and sell low or vice versa.", "To see if people panic sell", "To see if people think they can time the markets.", "to see if people trade differently depending on the platform", "To see if people trade more on the second platform and if their outcomes are worse because they are trading more.", "To see if people understand the principles of how the stock market works.", "to see if people understand the stock market", "To see if people without trading experience can make a profit with stocks and shares.", "To see if prompts changed investor behaviour", "to see if prompts on market price encourage investors to trade at the the right time in order to maximise their profits", "To see if the 'reward' system increases trading/risky behaviour.", "to see if the alerts and other designs made people make more transactions", "to see if the incentive of badges and messages improves the profit outcome or just encourages the individual to make more trades", "To see if the notifications of when the stocks went up or down made any difference to trading behaviour of participants?", "To see if the stock market and finance is really understood and how much staying power before someone buys or sells", "To see if the tip features improved our performance and/or appreciation for the trading platform", "to see if the type of trading platform has a measurable impact on performance", "To see if trading could be influenced by the way information was graphically portrayed. For instance being encouraged to trade more by being awarded for volume of trades.", "To see if we can hold out without trading early", "To see if we could see trends in stocks to gain a profit.", "To

see if we liked the additional feature of your app.", "To see if we understand trading on stock market", "To see if whistle and bells make you place more trades.", "to see if you have experience of this type of thing and if you do, then you will do better, and if you do not have experience you will not do so well", "To see investor behaviour and how different versions of the platform affect this", "To see my pattern of exercising trades and my belief in it.", "To see peoples attitudes to risk?", "To see peoples trading habits, and get an idea how familiar they are with the space.", "to see risk", "To see the activities of trading", "To see the financial iq of various demographics.", "to see the impact of different formats on how people trade and the effectiveness of reading a market that follows a pattern.", "to see the influence of the different platforms on trader performance?", "To see the strategies people use to trade money, and how much their profits reflect what they already know about trading and finance.", "To see trading errors.", "To see trends", "to see what choices you would make", "To see what how I would trade.", "To see what investment strategies are employed based on trends.", "To see what kind of decisions people make, how risky they can or like to be.", "To see what motivates people to trade", "To see what people know about investing", "To see what people know about trading.", "To see what persuades me to spend more money/invest in stocks", "To see what risks I would take", "To see when people would buy and sell.", "To see whether the look of a platform influenced the way you traded", "To see whether the notification would lead to better trading decisions.", "To see whether we can predict if stocks will go up or down", "To see whether we could tell when was the right time to buy and sell stocks.", "To see which design of platform produced better results for traders", "to see which kind of trading platform people prefer?", "to see which trading platform helps people make better trading decisions", "to show how to use stocks", "To show the fluctuations of the stock market", "to study how people reacted to different day trading websites", "To study how people respond to changing market conditions.", "to study how peoples investment strategy changes on different types of trading platform.", "To study how we perceive market movement.", "to study investment risks, or how the market perceives losses.", "to study investor knowledge and skills", "to study our money", "To study people's financial decisions based on an incentive compared to without an incentive. (i.e. achievement badges compared to without badges)", "To study people's trading habits", "to study risk in trading", "To study the behavior of traders given a premise of how prices would move, and to study whether the interface of the trading application/platform would provide differences in behavior.", "To study the behaviour of people when trading based on the features that are available on the trading platform.", "To study the psychology of investing looking at specific behaviours relating to risks/fear and whether decisions can be influenced by external hints.", "To study trading patterns.", "To study user behavior relative to market trading when using different types of trading systems with various features that could be beneficial or detrimental to the user.", "to test a person's risk to reward tendencies in a stock market", "To test an algorithm to use against people who are trading stocks to see if it can beat them", "To test an online trading platform?", "To test financial literacy of the financial markets.", "To test for a trading UI", "To test how differently displayed trading platforms are related to by the user.", "To test if including rewards and a gamified experience, entices you to trade more frequently. Arsalan (1007935674)", "To test my knowledge on trading", "To test out different trading screens", "To test out if having "achievements" would make you trade more.", "To test out online trading platforms", "To test people's financial knowledge based on their socioeconomic backgrounds", "To test people's skill and knowledge in stock trading.", "to test peoples financial awareness and their risk taking", "To test peoples understanding of financial markets and investments.", "To test peoples' skills at trading on the financial markets.", "To test the effect of perceived rewards and / or to observe risk-taking behaviours in various demographics.", "To test the impact that alerts of trends in price changes have on an individual's decision making", "To test the preference of notifications of consecutive price increases / decreases, and to study the general knowledge of trading.", "To test the risks people will take", "To test the trading habits of people", "To test to see if anyone can use the system", "To test trading interfaces?", "To test two different graphical interfaces for a trading website/app.", "To test use on a stock trading APP", "To test various trading apps", "To test what our trading strategies are and to test different formats of practice trading.", "To test whether we will be more likely to be responsible in our decisions when we have for example trading badges and achievements.", "to track decisions based on price movement", "To track how investment choices changed when participants were shown the alert.", "To trial a trading app.", "To try out a market prototype", "To understand decisions to buy/sell", "To understand emotions in trading, or to determine how pop-ups/notifications effect the trades people make", "to understand finance and economics", "to understand how investors think", "To understand how knowledgeable people are about trading stocks and similar information.", "To understand how people make choices between two different designs.", "To understand how the general public views stock trading", "To understand psychology behind peoples investing patterns - and when they are likely to buy/sell", "To understand risk management", "To understand stocks and shares", "To understand the financial knowledge and capabilities of current consumers.", "To understand the risk of trading with fluctuating prices but also see the possible gains", "To understand the stock change frequency.", "To understand the types of alerts and special functions that a trader might require as part of a trading application.",

"To understand trading decisions", "To understand what type of interface people would prefer when trading on markets and how they make decisions.", "Trading", "Trading abilities and skills", "Trading decision making", "trading experiment", "Trading frequency", "Trading in stock markets", "Trading markets", "Trading of Stocks", "Trading opinions", "trading practice", "Trading psychology", "Trading skills", "trading stock", "trading stocks", "Trading stocks online.", "Trading, risk-profit related decision making", "trend analysis", "Try to better understand the process behind prediction and decision making in human psychology.", "Try to measure the stock market investment options", "Trying to work out if different platform design impacts how people trade", "UI for trading platform", "Under how people react to live trading information.", "Understand different risk perceptions of different people", "Understand how different features in a trading software influence performance and decisions.", "Understand how people view a trading app and if certain features help or not", "Understand peoples tolerance to risk", "Understand trading behaviour", "understand trading patten", "understanding of market trading", "Understanding how investors make trades and if a platform choice makes a difference on how an investor makes their stock choices.", "Understanding market trading", "Understanding of stock markets", "understanding of trading/prediction", "Understanding people's desire for risk?", "Understanding peoples financial literacy and motivation by trading badges", "understanding stock trading decisions", "understanding stocks", "understanding the trading minds of people with respect to the trading platform", "understanding whether or not people know what they're doing trading + testing performance with help versus without it", "unknown", "Unknown", "unsure", "Unsure", "Unsure.", "Unsure. Maybe testing the design of the trade, and people's preferences", "using a trading platform", "Visual aesthetics and trade frequencies", "Well I thought it was to try out different trading charts but now I think you might be doing some research into what kinds of people trade and are willing to take a risk, that kind of thing", "when I will close trades", "whether a trading format impacts the number of trades made.", "Whether prompts and badges affect trading performance/ risk taking.", "whether trading decisions improved on different designs", "Which platform was the most profitable", "Willingness to risk", "willingness to take risk", "with known chances, do people prefer use that knowledge to react or predict", "Work out the how the interface of a trading app affects people's trading behaviours.", "would i take a risk on the stockmarket", "x", "you are studying how the design of a trading platform affects trading strategies", "You said it was to investigate how retail investors trade on digital platforms. Apart from that I do not know.", "You wanted to see how people would do in a virtual stock trading scenario", "Your knowledge of trading stocks."

post_experimental.1.player.difficulty

app: post_experimental; round number: 1. Did you encounter any difficulty throughout the experiment?

Feature	Result
Variable type	character
Number of missing obs.	3938 (79.2 %)
Number of unique values	333
Mode	"no"

- Observed factor levels: ", "a couple of pages kept crashing", "after pressing the next button, pages were a bit slow to change", "After the first experiment, it did not immediately proceed to the next page. I waited for a minute, then refreshed the browser, at which time the 2nd experiment finally loaded. Otherwise, no difficulties or technical issues.", "After the first time the buy/sell went and stayed gray. Made it difficult for me to know which one I could click each time.", "All good, thanks!", "All OK", "all worked well", "Apart from not being very good at it, no.", "As I don't own stocks, bonds or cryptocurrencies and don't trade it was impossible to accurately complete the last four questions; there was no option for 'never'. The screen kept freezing, especially at the beginning, and I had to refresh it to continue.", "As I was going to buy/sell on multiple occasions, a pop-up would appear asking me what I think was going to happen. When I answered correctly, I could not buy/sell on my instinct and so gains/losses were missed.", "As indicated the questions above force me into giving incorrect answers even though I have already said I don't trade", "At first I couldn't get the submit button to show. I had set the sliders in the middle. I had to move the sliders to the right and then back again, before the submit button appeared.", "At some points throughout the study, the rounds took progressively longer to load.", "At the start of the fourth round everything began loading very slowly.", "At times, I had some loading delays, and at one point my internet connection dropped for a moment, but once I reconnected it, it was fine the rest of the way.", "Before rounds 2, 3, and 4, it seemed to take a very long time for the "submit" button to appear (after answering questions at bottom of

the screen using the slider bar). It took 5-8 minutes before the "submit" button appeared.", "bit confused", "cannot answer questions above truthfully. I don't know anything about asset class or leverage", "Chueh Jiaying 1006986068 (Cathy)", "Complicated.", "DELETE ME", "Determining when to wait it out and when to buy/sell in hopes to buy low, sell high", "diagram 2 did not display in the first choice of 1 or 2", "Didn't encounter any problems at all.", "Every page takes foooooorever to load.", "Everything worked perfectly for me.", "i did not", "I did not do well.", "I did not encounter any difficulties.", "I did not.", "I did the study fine, just somethings took awhile to load.", "I didn't encounter any difficulty.", "I didn't understand what I was doing and did a lot of guessing.", "i disconnected for a second. Everything worked out though. Good luck on your research! have a happy Spring time", "I don't know what the question "Have you been taken part in an experiment before?" means, so I have answered no because I have not taken part in this type of study before. I also don't trade online or have any of the asset classes listed, so I've had to select "less than once a month".", "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 don't know whether it was a feature of the first platform or of both but it seemed that for some rounds there were figures in purchase price and profit boxes which later became N/A which was less helpful.", "I don't understand this question:Have you been taken part in an experiment before? I haven't taken part in this experiment before.", "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 no difficulties.", "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 found the instructions a little hard to follow and had to read through quite a few times", "I found the price intervals too quick to make rational decisions, I was too impulsive", "I had difficulty because I have never dealt in the stock market. I started to understand it much better towards the end", "I had to refresh a couple of times when the application became unresponsive", "i have not everything was clear and concise", "I have not got a lot of experience with stock markets so i had some problems but did learn a lot", "I initially couldn't find the submit button but when I moved the sliders around a lot it appeared and then I could make my selection. I didn't answer the questions about how often I trade online etc above, as I don't trade at all and there was no option to select that said not applicable or never. Now it has said I need to answer the questions, so I had to say less than one month to most of them and had to choose at random which asses class I trade the most. As I said there was no option for someone that doesn't trade at all or an option to say 'none of these'.", "I just couldnt see a timer to let me know how much longer I had to do trades", "I just got a little confused at times as to when the right time would be to trade", "I mis-clicked a couple of times in round 4 - my phone rang and made me jump", "I often miss the best time to buy and sell.", "I only encountered slight delays between going to the next page.", "I tried my best", "I was a bit confused but overall no.", "I was confused at first", "I wish some of the instructions were clearer", "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.", "In the final section where we are asked whether we would prefer situation A or B, with graphs, the graphs are so tiny and faint it's almost impossible to read them. Also on this page, "Which asset class do you trade the most?" needs a NA option for poor people like me who have never traded.", "Initially could not move on after the sliders but discovered after a while", "Instructions were fairly complicated to comprehend at first.", "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 lagged a couple of times - probably my fault rather than an issue with the study. Thanks though, I enjoyed it", "It ran pretty slow.", "It seemed like the herokuapp was going to crash while I was answering the questions, it was really slow.", "It started to load slowly after the trading was done.", "It stopped before going to round 3, so I had to refresh it before it started again.", "It took a bit while to get used to the UI to understand if I am holding anything or not.", "It took a little bit of time to follow what was going on since I've never sold stocks, but was easy to get the hang of.", "It took a while how far I had to move the sliders before I could return them to where I wanted them to be", "It took a while to load some of the next buttons", "It took a while to load some of the trading. I almost quit but I practiced patience.", "It took me a long time to fully understand the rules given my lack of prior knowledge of the stock market. The drop-down menus on this page also don't give the option for not trading at all. I had to click 'stocks' and 'less than once a month' instead of 'none' and 'never'.", "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 a bit slow at times", "It was a little confusing at the start but I think I got the hang of it", "It was a little laggy between rounds.", "It was a little slow loading a few times but fine overall. One of the best and most interesting studies I have ever taken. Now maybe I know why traders are staring at their screens all day.", "It was difficult to assess if stock would rise or fall.", "It was difficult to predict stock price movements and when the state of the economy switched", "It was immensely confusing for me.", "It was laggy.", "it was slow to load", "It was slow to load at times.", "It was sometimes slow to load between rounds/screens so I thought it was frozen", "It was stressful!", "it was very slow to load at times", "It's actually solved now.", "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.", "Just a bit slow at first but OK overall.", "Just a little glitching in the come up.", "Just here on the last page, it asks if I have trading experience and even though I said no, there are still questions about how I trade that follow it which seems odd. I marked the least common choice because there was no option to say never. The one about asset class was hard to answer though, so I went with crypto since someone bought me some once, but I have never touched it since.", "Loading sometimes took a while.", "loads slowly", "Lost focus at times and sold when I meant to buy or vice versa", "Mgt330 FangZihao 1008205194", "My computer crashed around the 8th price update in the third round so when I came back I had to restart the third round.", "n/a", "N/A", "na", "Negative", "no", "No", "NO", "No Just a note that my answers above to the questions on online trade, value of portfolio, asset class, and leverage should be never or none (depending on the question) but there is no such option and it makes you choose one of the answers", "No name: Tianyi Zhao student number: 1006729453", "no Queenie Sin Yin Lo 1006552650", "No Student name: Zexuan Liu", "No - only frustration!", "No all went well. Enjoyed the study.", "No all worked well.", "no apart from buying too late and selling too soon", "No apart from panic", "no at all it was exciting and nice", "No comments.", "no difficulties", "No difficulties", "no difficulties encountered", "No difficulties encountered", "No difficulties I just don't understand financial/stocks/bonds and the like because I've not been educated in this area.", "No difficulties were encountered.", "no difficulties, I didn't like the badge portion though, felt too pressured to unlock badges vs making smart decisions to buy or sell", "No difficulties, thanks!", "No difficulties!", "No difficulties.", "No difficulties. Thank you for the opportunity - fun!", "No difficulty", "No difficulty apart from that the survey was a challenge, had to think hard", "no difficulty at all", "No difficulty at all", "no difficulty encountered", "No difficulty.", "No everything worked okay.", "no experiment worked fine", "No I did not", "no issues", "No issues", "No issues experienced", "no issues, thank you :)", "No issues.", "No it all worked very well, thanks.", "No it was a wonderful study i feel joy and enjoyment also.", "No it was fine thank you", "No just frustration", "no just some pages slow to load", "No nne", "No None", "no none at all, thanks", "No option (above) to say I dont trade online and therefore never trade or check the value of my portfolio", "no option in the drop downs above to say i do not trade at all or N/A", "no please", "No please", "No problem", "no problems", "No problems", "No problems were found.", "No problems, a little slow at times", "No problems.", "No problems. Thank you!", "No, a couple of the quiz questions were a little slow to load but that was it", "no, all was great", "No, but I didn't understand the 4th question in the comprehension test, even after reading the instructions again. In the instructions, it said we'd be notified when the stock goes up or down 3 times in a row, and I was unsure if that's what that question was referring to.", "No, but I do believe that you input my number to sell, as the low end of your random number generator, and added or subtracted 10 from the higher number, depending upon if the new lower number was higher or lower than the previous one, so we would always lose, but in a believable way.", "No, but I do not trade in anything and I still had to select options to put in the questions " How often do you trade online?, How often do you check the value of your portfolio?, Which asset class do you trade the most?, Do you use leverage (e.g., trading on margin)?" So I just chose an answer randomly", "No, but I don't trade any asset classes.", "No, everything went smoothly.", "No, everything went smoothly. Experiment was very interesting and entertaining. Good luck with the study!", "No, except that it took me a little bit of time to fully “get” B. A little slow on the uptake, LOL! B and the “awards” made me feel like I was being pushed a bit into making more trades. Didn't like that.", "No, I did not encounter any difficulties throughout the experiment", "No, I did not find any

difficulties with this study.", "No, I did not.", "No, I didnt.", "No, I have not encountered any difficulty throughout the experiment. Gayatri Kommera (1005918447)", "No, it just took a bit to load", "no, it required me to answer the question about which asset class I trade. I answered bonds but would've put "None" if that were an option because I don't trade.", "No, it was all good and very interesting", "No, it was fine", "No, it was fun. The questions above do not allow for me to say I do not trade online, check my portfolio etc.", "No, it went smoothly.", "No, just slow server times", "no, just the first pop up affects the ability to click for the first trade.", "No, no difficulty.", "No, none at all.", "No, none.", "No, not as far as I can tell.", "No, only served to remind me why I'm not a trader!", "No, the instructions were succinct and I am also familiar with the mechanics of a stock market.", "No, the study ran smoothly without bugs", "No, The study run smoothly", "No, there were no difficulties.", "No, this experiment is simple", "no!", "No!", "no.", "No.", "No. Anik Sachdeva, 1007300993", "No. But there was no option to chose never or not applicable for questions on how frequently you trade on line and subsequent questions.", "No. All okay, thanks :)", "No. Everything was clear and easy.", "No. Not sure if I missed anything but I didn't know when the trading would stop, which might have affected my decisions.", "No. Thanks", "No. The connection was a bit slow in loading but no other problems.", "none", "None", "NONE", "none at all", "None at all", "None at all. Thank you.", "none but have to be patient to wait for screens to load, which is fine.", "none but I don't understand the above question: Have you been taken part in an experiment before? This is the first time I've done this experiment but this isn't my first experiment.", "None, it was fun!", "None, thank you", "none.", "None.", "None. But, I would have liked to have be able to work out how long each trading session was and then be able to position myself so that I wasn't caught out in an unfavourable position.", "nope", "Nope", "nope all good", "Nope, it seemed to all work fine.", "Nope, it went very well and smoothly.", "Nope, thanks!", "Nope.", "Not at all, really easy to learn.", "Not at all.", "not making enough money!", "not really no", "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.", "Not really. It took awhile to load between one of the rounds, but that was probably just my wifi.", "Nothing", "Nothing major although slow to load. The one time I was going to trade but the stupid is this stock going to go up and how confident prevented me from trading (once clicked back opportunity to trade at that price was over).", "Nothing serious, pages loaded a little slowly but it wasn't a problem", "One of the challenges could be understanding the investment landscape, including the various types of investments available and the associated risks and benefits.", "Only in poor luck.", "Only that I accidentally sold my stock at the start of one trading session when the buy/sell options were green/red.", "Other than a slow-moving program, nothing.", "Other than bad luck no.", "Pages were loading slowly.", "Screen froze on a couple of occasions but nothing more than that. Also can I add - there should be a "none" option on the asset class questions etc, as I have stated I do not trade but I've had to select an answer anyway as I can't move on from the page otherwise", "Screen froze once, then was ok after 30 seconds", "seemed quite sluggish at times", "Several times the pages were very slow to load", "Significant lagging.", "slow loading between rounds", "Slow loading times", "Some of the pages were very slow to load.", "Some of the screens were very slow to load.", "some rounds did not show the price when I buy the stock", "some things took awhile to load and I had to click submit many times on the questions during the rounds", "sometimes it was slow to respond/load", "Sometimes the site would take a really long time to load.", "Somewhat, I am not fluent in investing/trading.", "Student name: XINYI TAN Student number: 1006972180", "Survey was slow at times and seemed like it was not going to load. However after a while it did load.", "Technically, there were no problems.", "The experiment ran a little slow all throughout, not just for the trading rounds.", "the explanation could have been simpler or explained not in one go", "The first question in the quiz seemed like it lacked needed information. It stated that if the stock just went up it was most likely to go up again, but without knowing if it was currently in a good or bad state of economy it is impossible to know which has a higher chance.", "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 instructions were a little confusing to begin with.", "the last four selection options require me to make selections that do not apply", "The last part where I had to choose which design I preffered took a long time to load.", "the one image took a little long to load in the choice between no unlocks and locks but it did load after a little", "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 pages were really slow to change.", "The pages were slow to load or froze between changing.", "the screens did not always show me my profit while trading", "The server was extremely slow to load.", "the server

was slow at the beginning of the experiment", "The site was generally slow to load at times, but did not cause any major issues.", "The stock trading portion was lagging majorly at times. I was sometimes concerned it wasn't going to load. But, thankfully, it did.", "The study lagged at various points, but did not seem to affect the study.", "the study was a little unresponsive", "The survey ran a bit slow and was buffering at times.", "The survey was slow to advance a couple of times.", "the survey was VERY slow to load i often thought it was crashing", "The system hung for a moment", "The task was straightforward and easy to understand and the game functioned well. also my student number is 1007129732", "The training round got stuck and wouldn't proceed so I had to refresh the page, everything worked after that though", "The website stopped loading during the 3rd session so I had to reload but it seemed to be fine still.", "the zoom was difficult to navigate at times, the interface would be too large or small and off screen above or below the zoom/graph that indicated the changing values. i had to adjust it often, to see it well. not a big deal though. Im also on a chromebook, and that may be why.", "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", "there was a lot of lag. also, there were no options in the last few questions for no/none of the above", "There was some lag sometimes.", "There were some long loading times between steps of the experiment, but everything functioned as intended.", "these questions on this page DO NOT apply, at least add an n/a option dudes", "This final page forced me to choose options for questions that didn't apply to me. (The last four questions. I don't trade any type of investment, nor do I even have any investments beyond a regular savings account.)", "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", "This last questionnaire doesn't let me select N/A for the questions about what I use to trade (Which I don't)", "To eliminate unrationed 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.", "took a while to start", "took ages to load", "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.", "Why did some layouts tell more information than others e.g. buy price and profit", "x", "yes", "Yes", "Yes - I tried to keep up with the stock market, tried to predict where it would go, which did not work. I guess if I had known about the company I would have made somewhat better choices. For example a PPI company would have low shares before Covid, but get high rates during Covid. I do not trade in either stocks or bonds by the way", "Yes it was very very slow", "Yes some of the parts very hard to go through.", "Yes whenever I clicked on NEXT it took a super long time", "Yes, a bit confused at first and bail biting for stocks to get a good price", "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, I didn't understand everything", "Yes, I was bored to death. Personally, I think it is very poor simulation of trading and certainly not the way (data) I resource to invest", "Yes, I've said I don't trade but you're making me answer questions about trading that don't have a relevant answer. Your results are going to be skewed because I've had to make several selections that aren't true. There was no option for None of these and when I tried to simply ignore the question, it wouldn't let me move on. These are the trading questions above.", "Yes, it is difficult to identify the economy until several price changes happen", "Yes, now that I've tried to advance the page: The questions above about trading are not optional, even though I said that I have no trading experience. I've had to plug in answers that really don't apply to me (I don't have a portfolio; I don't know what leverage is) just to continue with this study, which after 53 minutes is not something I want to send back. If you decide to redo this please either make those questions optional or include a "N/A" answer choice. Also - The moving bar was distracting at first but I got used to it. I had some trouble with the instructions but less than I thought I would. I was actually not expecting to get through the comprehension checks. I missed one the first time but was given another chance, which I appreciate. I consider trading to be way too risky for someone with my income so I haven't tried it, but based on what I saw here I think it can be addictive. It's basically like playing a game - see if you can "catch" the price at the right point - except that the stakes can be really high. Trading has the potential to be a fast track to bankruptcy. This was really interesting; I'm glad I got to do it. Thank you.", "Yes, sometimes the page didn't move to the next one immediately. Sometimes I had to click the "Next" button more than once.", "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, the last 4 questions above, should have a no or does not apply to me answer. I

do not trade nor have a portfolio so I can't answer those questions appropriately.", "Yes, the questions on this page which required choosing from the drop down list did not provide not applicable therefore I had to choose something irrelevant in order to be able to proceed further.", "Yes, the slider at first did not trigger the first submit button to appear. I emailed and was quickly assisted. Also - I answer above that I do not trade online and then it asks how often I trade online. Question needs to be non-mandatory or have N/A option. same for subsequent questions.", "yes, there is no reference to news and other factors, the growth and decline of stocks are completely irregular", "Yes, these questions: How often do you trade online? NEVER How often do you check the value of your portfolio? Never Which asset class do you trade the most? ? I don't", "YES! The experiment froze for extended times at the start of round 3 and round 4. I probably wasted about 5 minutes or more. I even refreshed the page a few times. It happened at the loading time and then when the first question popped up about it starting up or down that froze. I clicked submit several times and nothing happened. I refreshed and tried again and after submitting several times the trading finally started.", "Yes. It buffered a every time the screen was due to change and the first trading screen did nothing until I moved the sliders over and over.", "Yes. The entire experiment was very slow and disconnected a number of times. I was forced to refresh the page multiple times when the loading would time out.", "Yes. I meant to answer "Never" to the final question but clicked on the wrong option - "10 to 15 years"", "Yes. The prediction of stock prices (obviously). Nothing else related to the formatting and logistics.", "Yuqing Sun 1004525775".

post_experimental.1.player.vars_dump

app: post_experimental; round number: 1. Dump of various runtime variables associated with the participant

Feature	Result
Variable type	character
Number of missing obs.	3927 (78.98 %)
Number of unique values	690
Mode	"{"}

- Observed factor levels: [{"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 100.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 160.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 160}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 165.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 170.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 175}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 180.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 180}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 185}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 190.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 190}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 195}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 200.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 200}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 205}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 210.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 210}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 215.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 215}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 220.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 220}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 225.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 230.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 245.0}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 245}, {"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 270}], [{"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 270}], [{"treatments": [false, true], "payable_round": 2, "treatment": "s1", "martingale": false, "trading_payoff": 270}]]

[illegible]

[illegible]

post_experimental.1.group.id_in_subsession

Not used; internal otree:

- The variable only takes one (non-missing) value: "1". The variable contains 2.41 % missing observations.

post_experimental.1.subsession.round_number

app: post_experimental; round number: 1. Indicates the round number of the experiment or activity the participant was engaged in at the time of the page visit.

- The variable only takes one (non-missing) value: "1". The variable contains 2.41 % missing observations.

Report generation information:

- Created by: Philipp Chapkovski (username: chapkovski).
- Report creation time: Fri Nov 17 2023 18:02:16
- Report was run from directory: /Users/chapkovski/Desktop
- 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_dfcodebook_all_apps_wide_2023-04-13.csv.Rmd.Rmd", vol = glue("codebook_{fn}.Rmd"), 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 = "Codebook for df")`