

self_reflection_uoft.csv

Autogenerated data summary from dataMaid

2023-11-21 21:16:05

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	71
Number of variables	20

Codebook summary table

Label	Variable	Class	# unique values	Missing	Description
Unique participant code	participant_code	character	71	0.00 %	
Internal (abbreviated) treatment name	player.inner_name	character	4	0.00 %	
The average non-gamified payoff for each participant.	profit_nongamified	numeric	33	0.00 %	
The average gamified payoff for each participant.	profit_gamified	numeric	38	1.41 %	
Participant's average normalized accuracy of first-tick predictions.	accuracy_pred_zero_mean	numeric	10	0.00 %	
The average of a participant's prediction accuracy scores, where each score is normalized between zero (not accurate) and one (perfectly accurate).	prediction_accuracy_mean	numeric	12	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
Self-reported assessment of the player's knowledge in trading	player.knowledge	numeric	10	0.00 %	
the difference between a participant's self-rated knowledge and their actual payoff, both normalized to a scale from 0 to 1	overconfidence	numeric	23	0.00 %	
Age of the player.	player.age	numeric	6	0.00 %	
Payoff for the player in this round	player.payoff	numeric	4	0.00 %	
Gender of the player.	player.gender	character	2	0.00 %	
Did you take any course focused on financial markets	player.course_financial	numeric	2	0.00 %	
Do you have any trading experience?	player.trading_experience	numeric	2	0.00 %	
Do you use mobile trading apps?	player.online_trading_experience	numeric	2	0.00 %	
If you could trade again, would you rather trade on a platform with Design #1 or Design #2?	player.sr_prefs	character	2	0.00 %	
If you could trade again, would you expect to make better decisions when the market looks as in Design #1 or #2?	player.sr_better_decs	character	2	0.00 %	

Label	Variable	Class	# unique values	Missing	Description
If you could trade again, would you prefer to be given an option between Design #1 and Design #2, or only trade on Design #1	player.sr_better_have_option	character	2	0.00 %	
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Price notifications	player.sr_notifications	numeric	6	30.99 %	
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement badges	player.sr_badges	numeric	6	49.30 %	
Please rate the following trading app features on a scale from 1 (strongly dislike) to 5 (strongly like): Achievement messages and confetti	player.sr_confetti	numeric	6	49.30 %	

Variable list

participant_code

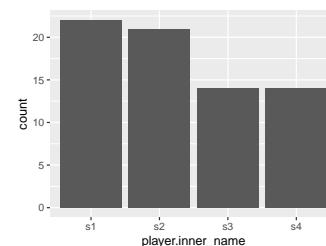
Unique participant code

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

player.inner_name

Internal (abbreviated) treatment name

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

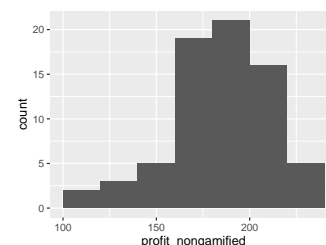


- Observed factor levels: "s1", "s2", "s3", "s4".

profit_nongamified

The average non-gamified payoff for each participant.

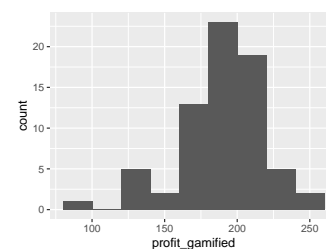
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	33
Median	187.5
1st and 3rd quartiles	172.5; 207.5
Min. and max.	102.5; 240



profit_gamified

The average gamified payoff for each participant.

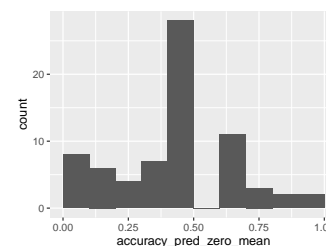
Feature	Result
Variable type	numeric
Number of missing obs.	1 (1.41 %)
Number of unique values	37
Median	195
1st and 3rd quartiles	177.5; 210
Min. and max.	97.5; 255



accuracy_pred_zero_mean

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

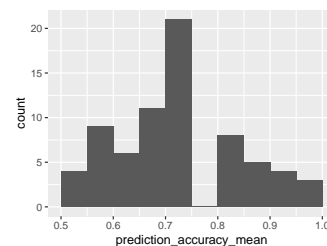
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	10
Median	0.5
1st and 3rd quartiles	0.31; 0.56
Min. and max.	0; 1



prediction_accuracy_mean

The average of a participant's prediction accuracy scores, where each score is normalized between zero (not accurate) and one (perfectly accurate).

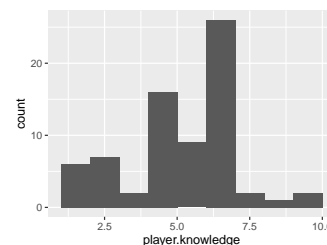
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	12
Median	0.75
1st and 3rd quartiles	0.62; 0.81
Min. and max.	0.5; 1



player.knowledge

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

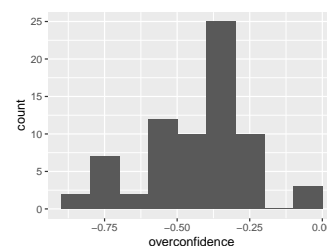
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	10
Median	6
1st and 3rd quartiles	5; 7
Min. and max.	1; 10



overconfidence

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

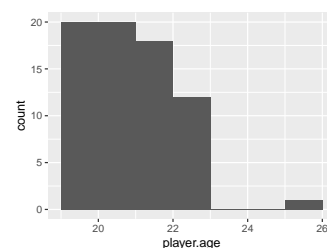
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	23
Median	-0.32
1st and 3rd quartiles	-0.5; -0.3
Min. and max.	-0.9; 0



player.age

Age of the player.

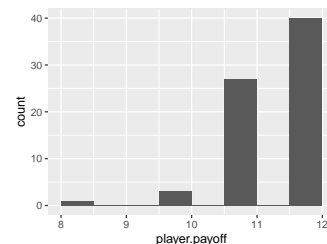
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	6
Median	21
1st and 3rd quartiles	20; 22
Min. and max.	19; 26



player.payoff

Payoff for the player in this round

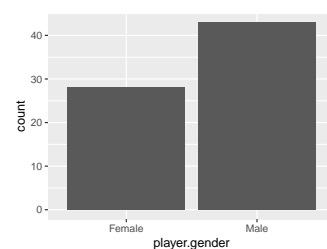
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	4
Median	12
1st and 3rd quartiles	11; 12
Min. and max.	8; 12



player.gender

Gender of the player.

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

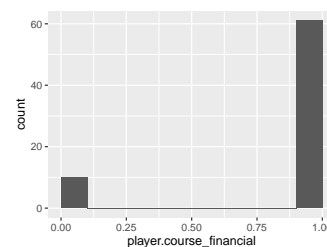


- Observed factor levels: "Female", "Male".

player.course_financial

Did you take any course focused on financial markets

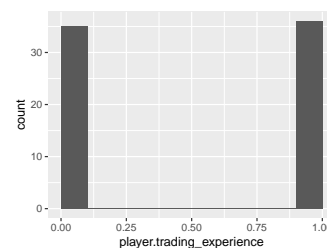
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	1; 1
Min. and max.	0; 1



player.trading_experience

Do you have any trading experience?

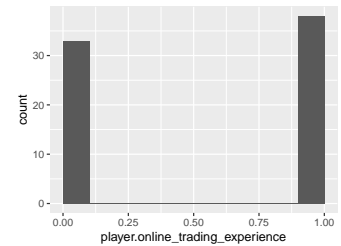
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.online_trading_experience

Do you use mobile trading apps?

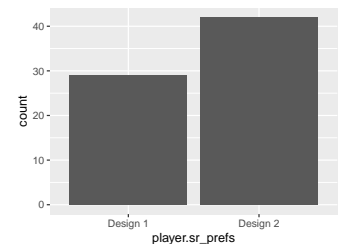
Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



player.sr_prefs

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

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

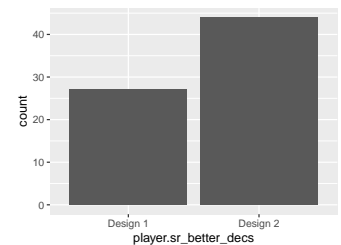


- Observed factor levels: "Design 1", "Design 2".

player.sr_better_decs

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

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

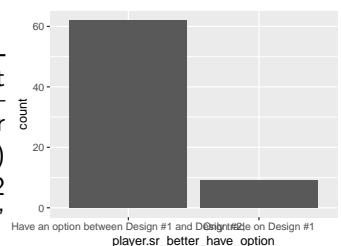


- Observed factor levels: "Design 1", "Design 2".

player.sr_better_have_option

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

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

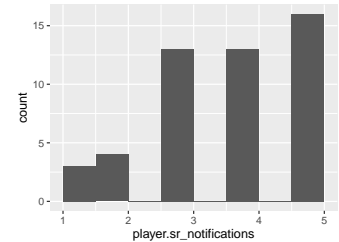


- Observed factor levels: "Have an option between Design #1 and Design #2", "Only trade on Design #1".

player.sr_notifications

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

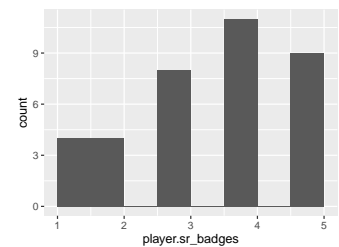
Feature	Result
Variable type	numeric
Number of missing obs.	22 (30.99 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 5
Min. and max.	1; 5



player.sr_badges

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

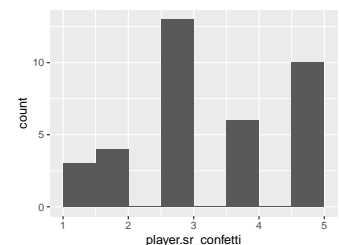
Feature	Result
Variable type	numeric
Number of missing obs.	35 (49.3 %)
Number of unique values	5
Median	4
1st and 3rd quartiles	3; 4.25
Min. and max.	1; 5



player.sr_confetti

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

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



Report generation information:

- Created by: Philipp Chapkovski (username: chapkovski).
- Report creation time: Tue Nov 21 2023 21:16:05
- Report was run from directory: /Users/chapkovski
- dataMaid v1.4.1 [Pkg: 2021-10-08 from CRAN (R 4.2.0)]
- R version 4.2.1 (2022-06-23).
- Platform: aarch64-apple-darwin20 (64-bit)(macOS 14.1).

- Function call: `dataMaid::makeDataReport(data = df, mode = c("summarize", "visualize", "check"), smartNum = FALSE, file = "self_reflection_uoft.csv", replace = T, openResult = F, checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels", labelled = "showAllFactorLevels", haven_labelled = "showAllFactorLevels", numeric = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals = Inf, codebook = TRUE, reportTitle = "self_reflection_uoft.csv")`