

Column	Description	Possible Values/Examples
participant	Participant (Ss) ID entered when initiating Pavlov experiment ( <i>may be blank</i> )	A1GWPIBHW72HDU / Timmy
date	Date/time stamp automatically generated at experiment onset by Psychopy and used in filename)	2023-01-25_16h45.56.883
expName	Name of experiment	idm-v2
psychopyVersion	Version of Psychopy used to create and execute the experiment	2022.2.4
OS	Operating system used by Ss	Win32
frameRate	Frame rate of presentation on Ss monitor/machine	65.01527859
Survey 1 & 2		
surv1_resp	Survey 1 – Ss response ( <i>content</i> )	36-41 / Male / White / No / ...etc
idm_surv1_resp.keys	Survey 1 – Ss response ( <i>key pressed</i> )	1 / 2 / 3 / 4 / 5 / 6
idm_surv1_resp.rt	Survey 1 – Ss reaction time from survey item onset ( <i>seconds; unlimited allowed time</i> )	e.g., 2.1685
idm_task	Name of survey or task for the current trial	survey1 / survey2 / cpdm / crdm / cdd
item	Item number of current trial ( <i>within each survey / task; sum = 88620</i> )	0 – N (number of task trials minus 1)
question	Survey 1 & 2 – question prompt	Please select the range which contains your current age:
surv2_resp	Survey 2 – Ss response ( <i>content</i> )	e.g., Strongly Agree
idm_surv2_resp.keys	Survey 2 – Ss response ( <i>key pressed</i> )	1 / 2 / 3 / 4 / 5
idm_surv2_resp.rt	Survey 2 – Ss reaction time from survey item onset ( <i>seconds; unlimited allowed time</i> )	e.g., 1.401
CDD Task		
cdd_trial_type	IDM_CDD – whether current trial is practice or task	practice / task
cdd_conf_resp.keys	IDM_CDD – Ss confidence judgment ( <i>key pressed</i> )	1 / 2 / 3 / 4
cdd_immed_amt	IDM_CDD – immediate choice amount ( <i>dollars</i> )	e.g., 15
cdd_immed_wait	IDM_CDD – immediate choice duration ( <i>days; always 0</i> )	0
cdd_delay_amt	IDM_CDD – delayed choice amount ( <i>dollars</i> )	e.g., 36
cdd_delay_wait	IDM_CDD – delayed choice duration ( <i>days; always greater than 0</i> )	e.g., 9
cdd_conf_resp.rt	IDM_CDD – Ss confidence response time ( <i>seconds</i> )	e.g., 1.0795
cdd_choice	IDM_CDD – Ss choice, numerical	0 = immediate option / 1 = delayed option
cdd_choice2	IDM_CDD – Ss choice, string	immed / delay
cdd_trial_resp.keys	IDM_CDD – Ss response ( <i>key pressed</i> )	1 / 2 ( <i>choice mappings randomized for each trial</i> )
cdd_trial_resp.corr	IDM_CDD – Boolean, Ss chose immediate amount	0 = chose delayed amt, 1 = chose immediate amt
cdd_trial_resp.rt	IDM_CDD – Ss task trial reaction time ( <i>seconds</i> )	e.g., 1.3989
cdd_delta_time	IDM_CDD – difference between response window duration and Ss reaction time	e.g., 0.6011
cdd iti_time	IDM_CDD – intertrial interval for current trial ( <i>seconds</i> )	e.g., 0.740730108
cdd_trials#.thisTrialN	IDM_CDD (Psychopy) – trial within task loop	0 – N (number of items minus 1)
cdd_trials#.thisIndex	IDM_CDD (Psychopy) – index of current item in list	0 – N (number of items minus 1)
cdd_catch_trial	IDM_CDD – Boolean, catch trial	0 = False / 1 = True
CRDM Task		
crdm_trial_type	IDM_CRDM – whether current trial is practice or task	practice / task
crdm_conf_resp.keys	IDM_CRDM – Ss confidence judgment ( <i>key pressed</i> )	1 / 2 / 3 / 4
crdm_conf_resp.rt	IDM_CRDM – Ss confidence response time ( <i>seconds</i> )	e.g., 1.3763
crdm_sure_amt	IDM_CRDM – certain amount option ( <i>always \$5</i> )	5
crdm_sure_p	IDM_CRDM – probability of certain amount ( <i>always 100</i> )	100
crdm_lott_top	IDM_CRDM – lottery amount if top ( <i>red</i> ) wins	0 / 5 / 8 / 20 / 40 / 50
crdm_lott_bot	IDM_CRDM – lottery amount if bottom ( <i>blue</i> ) wins	0 / 5 / 8 / 20 / 40 / 50
crdm_lott_p	IDM_CRDM – probability of winning draw	13 / 25 / 38 / 50 / 75
crdm_amb_lev	IDM_CRDM – portion of lottery probability hidden	0 / 24 / 50 / 74
crdm_domain	IDM_CRDM – gain or loss trial ( <i>always gain</i> )	gain / loss
crdm_img	IDM_CRDM – filename of trial lottery image ( <i>winning color/probability</i> )	risk_red13.bmp
crdm_win_side	IDM_CRDM – winning lottery side	top / bottom
crdm_choice	IDM_CRDM – Ss choice, numerical	0 = sure option / 1 = lottery option

crdm_choice2	IDM_CRDM – Ss choice, string	sure / lott
crdm_lott	IDM_CRDM – lottery outcome, if chosen ( <i>numerical</i> )	0 = lose / 1 = win
crdm_lott2	IDM_CRDM – lottery outcome, if chosen ( <i>string</i> )	lose / win
crdm_trial_resp.keys	IDM_CRDM – Ss response ( <i>key pressed</i> )	1 / 2 ( <i>choice mappings randomized for each trial</i> )
crdm_trial_resp.corr	IDM_CRDM – Boolean, Ss chose sure amount	0 = chose lottery, 1 = chose sure amt
crdm_trial_resp.rt	IDM_CRDM – Ss task trial reaction time ( <i>seconds</i> )	e.g., 1.0514
crdm_delta_time	IDM_CRDM – difference between response window and Ss reaction time	e.g., 0.4684
crdm_iti_time	IDM_CRDM – intertrial interval for current trial ( <i>seconds</i> )	e.g., 1.624526405
crdm_trials#.thisTrialN	IDM_CRDM (Psychopy) – trial within task loop	0 – N (number of items minus 1)
crdm_trials#.thisIndex	IDM_CRDM (Psychopy) – index of current item in list	0 – N (number of items minus 1)
crdm_catch_trial	IDM_CRDM – Boolean, catch trial	0 = False / 1 = True

## CPDM Task

cpdm_pract_acc	IDM_CPDM practice – Boolean, correct response	0 = incorrect / 1 = correct
cpdm_pract_conf	IDM_CPDM practice – Boolean, high confidence	0 = low confidence / 1 = high confidence
cpdm_trial_type	IDM_CPDM – whether current trial is practice or task	practice / task
cpdm_gabor_orient	IDM_CPDM – orientation of Gabor patch	-5 / -4.5 / -4 / -3.5 / -3 / -2.5 / -2 / -1.5 / -1 / -0.5 / 0 / 1 / 1.5 / 2 / 2.5 / 3 / 3.5 / 4 / 4.5 / 5
cpdm_gabor_contrast	IDM_CPDM – contrast of Gabor patch	0.015 / 0.03 / 0.06 / 0.12 / 0.24
cpdm_run_dimension	IDM_CPDM – volatility and risk dimensions for current run	low_vol_low_risk / high_vol_low_risk / low_vol_high_risk / high_vol_high_risk
cpdm_acc	IDM_CPDM – Boolean, correct response	0 = incorrect / 1 = correct
cpdm_conf	IDM_CPDM – Boolean, high confidence	0 = low confidence / 1 = high confidence
cpdm_conf2	IDM_CPDM – Ss confidence, string	low / high
cpdm_money	IDM_CPDM – monetary reward	0 / 6 / 8 / 9 / 13
cpdm_trial_resp.keys	IDM_CRDM – Ss response ( <i>key pressed</i> )	Q / P / A / L
cpdm_trial_resp.rt	IDM_CPDM – Ss task trial response time ( <i>seconds</i> )	e.g., 0.5044
cpdm_delta_time	IDM_CPDM – difference between response window and Ss reaction time	e.g., 0.9956
cpdm_iti_time	IDM_CPDM – intertrial interval for current trial ( <i>seconds</i> )	e.g., 2.163416929
cpdm_trials#.thisTrialN	IDM_CPDM (Psychopy) – trial within task loop	0 – N (number of items minus 1)
cpdm_trials#.thisIndex	IDM_CPDM (Psychopy) – index of current item in list	0 – N (number of items minus 1)
cpdm_catch_trial	IDM_CPDM – Boolean, catch trial	0 = False / 1 = True

## IDM Bonus

idm_bonus_exp	IDM_BONUS – task selected for bonus trial	CDD / CRDM / CPDM
<b>CDD</b>		
cdd_bonus_choice	CDD_BONUS – Ss chose immediate or delayed amount on selected bonus trial	immed / delay
cdd_bonus_amt	CDD_BONUS – amount of money Ss chose on selected bonus trial	2 / 10 / 20
cdd_bonus_delay	CDD_BONUS – delay in days Ss chose to receive amount	0 / 4 - 152
<b>CRDM</b>		
crdm_bonus_choice	CRDM_BONUS – Ss chose sure \$5 or lottery on selected bonus trial	sure / lott
crdm_bonus_amt	CRDM_BONUS – amount of money Ss either chose (\$5) or may have won in lottery	0 / 5 / 8 / 20 / 40 / 50
<b>CPDM</b>		
cpdm_bonus_amt	CPDM_BONUS – amount of money Ss earned in selected bonus trial	0 / 6 / 8 / 9 / 13
cpdm_bonus_acc	CPDM_BONUS – Ss accuracy in selected bonus trial	correct / incorrect
cpdm_bonus_conf	CPDM_BONUS – Ss confidence in selected bonus trial	low / high
<b>IDM Completion</b>		
completion_code	IDM_BONUS – four-to-six-digit completion code to evidence completion on MTurk	e.g., 917422