

Question Number Keys

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The data file has been cleaned and coded in a way such that it is easier to perform analysis. However, the contextual interpretation associated with the codes might not be as clear. This document intends to clarify the way by which things are coded in the data file.

- Q1.1: this question provided a consent form to the subjects and asked them to sign their names.
- Everything after Q1.1 follows a formulaic way of coding:
 - In general, the coding scheme follows the form: $Q\alpha.\beta_{-}\varepsilon$
 - Q indicates a particular item on the survey
 - α represents the digit after Q, and $\alpha \in \{2, 3\}$ where 2 indicates stranger condition, and 3 indicates friends condition.
 - β represents the digit after α , we will see a dot separates α and β indicating that we now are considering the actual scenarios within each condition. $\beta \in \mathbb{N}$, and $\beta \in [2, 21]^*$. The associated interpretable scenario contexts are shown below:
 - * 2 := Stranger/Friend wishes you a good day.
 - * 3 := Stranger/Friend tells you a funny joke.
 - * 4 := Stranger/Friend lets you go in front of them in the grocery line.
 - * 5 := Stranger/Friend holds a door open for you.
 - * 6 := Stranger/Friend pays for your lunch.
 - * 7 := Stranger/Friend sees you on the side of the road with a flat tire and helps you change your tire.
 - * 8 := You are trapped in a burning building. This Stranger/Friend decides to enter the building and saves your life.
 - * 9 := This Stranger/Friend sees that a large truck is about to hit you and pushes you out of the way.
 - * 10 := This Stranger/Friend sees you accidentally drop your wallet, picks it up, and returns it to you.
 - * 11 := This Stranger/Friend tells you that you left your car headlights on.

- * 12 := This Stranger/Friend cooks a meal for you.
- * 13 := The Stranger/Friend gives you a ride to the airport.
- * 14 := Someone is mugging you. This Stranger/Friend steps in and defends you.
- * 15 := Someone is insulting you. This Stranger/Friend steps in and defends you.
- * 16 := You are sick. This Stranger/Friend offers to pick up your prescriptions.
- * 17 := This Stranger/Friend gives you \$1.
- * 18 := This Stranger/Friend gives you \$10.
- * 19 := This Stranger/Friend gives you \$100.
- * 20 := This Stranger/Friend gives you \$1000.
- * 21 := You have a middle seat on an airplane. This Stranger/Friend switches seats with you so that you could be more comfortable.
- for the stranger condition, we need to add 1 to each scenario’s coded number. That is, when $\alpha = 3$, $\beta \in [3, 22]$. That is, the scenario context associated with 2 in stranger condition is now associated with 3 in friend condition.
- ε represents the digit after β , we will see an underscore separates β and ε indicating that we now are considering the questions evaluating different definitions of gratitude. $\varepsilon \in \{1, 2, 3\}$.
 - * 1 := How grateful do you feel
 - * 2 := How much do you think that you would want to do something equally good for him/her
 - * 3 := How much do you think that you would feel obligated to do something equally good for him/her
- Some examples: if we see Q2.2_1, then it means: Stranger wishes you a good day. How grateful do you feel?
Analogously, if we see Q3.3_2, then it means: Friend wishes you a good day. How much do you think that you would want to do something equally good for him/her?