

# CODEBOOK: NENSI GJATA THESIS (2020)

## OVERVIEW

KEY:

GRAY TEXT INDICATES DEPENDENT MEASURE TYPE OR RESPONSE SET

**BOLD TEXT** INDICATES COLUMN HEADING

## IMPORTANT NOTES

1. Continuous scale values range from 0–100
2. For Tasks 1, 3 and 4, we counterbalanced the horizontal directionality of the continuous scale within each task across participants
  - Ex. For Task 1, the scale ranged either (0 = Really Happy → 100 = Really Unhappy) or (0 = Really Unhappy → 100 = Really Happy)
3. Comprehension questions, (marked with a “CC” in heading), were validated in Qualtrics, meaning participants must answer them correctly to move on
  - This excludes CC6, which adults answered as a free response question

## COLUMN HEADINGS COMMON TO ADULT AND CHILD DATASET

- **ID:** participant identity

## GENERAL COMPREHENSION CHECKS

- **CC1, CC2, CC3:** participants asked between two cliffs: “which cliff is deeper?”
  - Choose a picture: [deeper cliff, shallower cliff]
- **CC4:** “Before she acts, do we know which cliffs Wendi wants to jump?”
  - [“Yes!”, “No!”]
- **CC5:** “Before she acts, do we know which things she likes?”
  - [“Yes!”, “No!”]

## EXPERIMENT 1

SCALE MEASURE: [0 = REALLY UNHAPPY → 100 = REALLY HAPPY] OR REVERSED

### EXPERIMENT 1 COMPREHENSION CHECKS

- **Exp1.CC1:** "Where would you put the slider if you think Wendi would be a little happy?"
- **Exp1.CC2:** "Where would you put the slider if you think Wendi would be neither happy nor unhappy?"
- **Exp1.CC3:** "Where would you put the slider if you think Wendi would be really unhappy?"

### EXPERIMENT 1 TEST RESPONSES (JUMP)

- **X1\_Exp1.Test.Jump - X7\_Exp1.Test.Jump:** "How would Wendi feel while she was jumping?"
  - "X1" - "X7" mark trials. Trenches become deeper by 1 unit each trial (as headings progress from X1 to X7), but trials were randomized in the experiment.

### EXPERIMENT 1 TEST RESPONSES (FALL)

- **X1\_Exp1.Test.Jump - X7\_Exp1.Test.Jump:** "How would Wendi feel if she fell in?"
  - "X1" - "X7" mark trials. Trenches become deeper by 1 unit each trial (as headings progress from X1 to X7), but trials were randomized in the experiment.

## EXPERIMENT 2

SCALE MEASURE: [0 = DEFINITELY LEFT → 100 = DEFINITELY RIGHT]

### EXPERIMENT 2 COMPREHENSION CHECKS

- **Exp2.CC1:** "Where would you put the slider if you think Wendi will maybe go left?"
- **Exp2.CC2:** "Where would you put the slider if you think Wendi will definitely go right?"
- **Exp2.CC3:** "Where would you put the slider if you are unsure which direction Wendi will go?"

### EXPERIMENT 2 TEST RESPONSES

- **X1\_Exp2.Test - X7\_Exp2.Test:** "Which way will Wendi jump?"
  - "X1" - "X7" mark trials. The variable trench becomes deeper by 1 unit each trial (as headings progress from X1 to X7), but trials were randomized in the experiment.

## EXPERIMENT 3

SCALE MEASURE: [0 = REALLY DISLIKES → 100 = REALLY LIKES] OR REVERSED

### EXPERIMENT 3 COMPREHENSION CHECKS

- **Exp3.CC1:** "Where would you put the slider if you think Wendi likes the object a little bit?"
- **Exp3.CC2:** "Where would you put the slider if you think Wendi neither likes nor dislikes the object?"
- **Exp3.CC3:** "Where would you put the slider if you think Wendi really dislikes the object?"

### EXPERIMENT 3 TEST RESPONSES

- **X1\_Exp3.Test - X5\_Exp3.Test:** "How does Wendi feel about this object?"
  - "X1"-"X5" mark trials. The trenches become deeper by 1 unit each trial (as headings progress from X1 to X5), but trials were randomized in the experiment.

## EXPERIMENT 4

SCALE MEASURE: [0 = REALLY SHALLOW → 100 = REALLY DEEP]

### EXPERIMENT 4 COMPREHENSION CHECKS

- **Exp4.CC1:** "Where would you put the slider if you think Wendi would be willing to jump a very deep cliff?"
- **Exp4.CC2:** "Where would you put the slider if you think Wendi would only be willing to jump a somewhat small cliff?"
- **Exp4.CC3:** "Where would you put the slider if you think Wendi would only be willing to jump a medium cliff?"

### EXPERIMENT 4 TEST RESPONSES

- **X1\_Exp4.Test - X7\_Exp4.Test:** "What is the deepest cliff that Wendi would be willing to jump for this object?"
  - "X1"-"X7" mark trials. Agent's object valuation changes by one unit from left to right across seven points spanning the preference scale as trial headings progress from "X1" to "X7," but trials were randomized in final experiment.
  - Here the directionality of the independent measure was counterbalanced: preference scale ranged from (0 = Really Dislikes → 100 = Really Likes), or reversed.

## DEMOGRAPHIC AND LOGISTICAL

- **Sex:** participant sex
  - Adults: ["male", "female", "other", "prefer not to answer"]
  - Children: ["male", "female"]
- **Order\_Exps:** order tasks appeared
  - 1: Task 1, Task 2, Task 3, Task 4
  - 2: Task 3, Task 1, Task 2, Task 4
  - 3: Task 2, Task 3, Task 1, Task 4
- **Version:** experiment version
  - Counterbalancing; affects object set and/or scale directionality within tasks

## COLUMN HEADINGS UNIQUE TO ADULT DATASET

- **CC6:** "What is your job in this experiment?"
  - Free response
  - (Children gave verbal answers which were not recorded in the dataset, although they were given feedback by experimenter based on their responses)
- **AC:** attention check
  - Participants must retype the following statement displayed as an image: "Wendi's favorite gelato flavor is sea salt caramel"
- **AC\_check:** attention check validation
  - Number of characters in participant's "AC" response that deviate from original attention check statement
- **Age:** participant age in years
- **Order\_Exp1 - Order\_Exp4:** order trials appeared within tasks
- **Duration:** time participant's spent on experiment in seconds

## COLUMN HEADINGS UNIQUE TO CHILD DATASET

- **Age\_Months:** participant age in months
- **Age\_Years:** participant age in years