All	label •	data_type	n_missing \( \rightarrow \)	complete_rate  All	n_unique 🛊	empty	min (	media All	All	mean 🛊	sd ♦	All
eliability	whether this participant was randomly	numeric	80	0.72027972027972			0.0	0	1	0.495145631067961	0.501194405741597	
	chosen for reliability coding											
<u>sex</u>	male or female anonymized	character	0	1	2	0	1		1			0
<u>subj</u>	anonymized subject identity	character	0	1	286	0	1		6			0
agem . ,	age in months	numeric	0	1		0	9.0	10	16	11.2401422818951	1.67037221986206	
	original name of experiment older, unused experiment naming in	character	0	1	9		3		10			0
exp oldmapping	previous version of the paper  up to date	character	0	1	8	0	5		10			0
exp	name of experiment used in the paper what kind of obstacle agent	character	0	1	9	0	5		11			0
cost	overcame in experiment (e.g. barrier, ramp, gap in LUTS, or danger in this paper)	character	0	1	4	0	3		8			0
<u>video quality</u>	studies, caregiver rating of quality of stimulus videos	numeric	206	0.27972027972028			4.0	5	5	4.875	0.332805489243922	
audio quality	studies, caregiver rating of quality of stimulus sound for online	numeric	206	0.27972027972028			4.0	5	5	4.85625	0.348538994059125	
<u>device</u>	studies, what device was used to view the stimuli for online studies,	character	0	1	3	204	0		6			0
<u>nighchair</u>	whether baby sat in a high chair for the duration of the experiment which side	numeric	204	0.286713286713287			0.0	0	1	0.463414634146341	0.501728418771501	
<u>-IV_side</u>	the higher value agent was on, or what side the deeper cliff was on	character	0	1	7	102	0		5			0
irst test	first test event	character	0	1	4	0	2		7			0
<u>irst fam</u>	first familiarization event	character	0	1	4	0	2		4			0
<u>irst test deeper side</u>	for Exp 2, the left-right arrangement of the deeper and shallower trench during the first test trial	character	0	1	3	144	0		5			0
control deeper side	the left-right arrangement of the deeper and shallower trench during the control event	character	0	1	3	144	0		5			0
control firstevent	which event came first during control event	character	0	1	3	144	0		7			0
control 1	looking time during first control event	character	1	0.996503496503496	137	144	0		11			0
control 2	looking time during second control event	character	1	0.996503496503496	133	144	0		9			0
am1	looking time during familiarization	character	1	0.996503496503496	77	0	2		9			0
i <mark>am2</mark>	looking time during familiarization	character	1	0.996503496503496	145	0	1		9			0
<del>am3</del>	looking time during familiarization	character	1	0.996503496503496	196	0	1		9			0
<del>am4</del>	looking time during	character	1	0.996503496503496	210	0	1		9			0
	familiarization looking time											
<u>am5</u>	during familiarization looking time	character	1	0.996503496503496	236	0	1		8			0
am6	during familiarization	character	2	0.993006993006993	230	0	1		9			0
est1	looking time during test	character	1	0.996503496503496	252	0	1		11			0
rest2	looking time during test	character	5	0.982517482517482	254	0	1		10			0
est3	looking time during test	character	13	0.954545454545455	248		2		10			0
est4	looking time during test	character	16	0.944055944055944	243	0	1		10			0
avg fam	average looking time during familiarization (fam 1-6)	numeric	1	0.996503496503496			8.7	35	60	36.0046270175439	11.4130531736092	
sum_fam	total looking time during familiarization (fam 1-6) average looking time	numeric	1	0.996503496503496			52.3	206	360	210.698035087719	69.0105070670159	
estavg lower	looking time towards the lower value or lower danger test event	numeric	0	1			3.7	18	60	22.0400104895105	13.372387962812	
estavg higher	towards the higher value or higher danger test event	numeric	0	1			2.5	17	60	21.4452622377622	13.37161237779	
ower1	during the first lower value or lower danger test event	character	3	0.989510489510489	253	0	1		10			0
ower2	during the seoned lower value or lower danger test event	character	16	0.944055944055944	245	0	2		10			0
nigher1	during the first higher value or higher danger test event looking time during the	character	3	0.989510489510489	254	0	1		11			0
nigher2	second higher value or higher danger test event looking time	character	13	0.954545454545455	251	0	1		10			0
control_shallow	during control event involving shallow cliff looking time during control	character	1	0.996503496503496	138	144			9			0
control deep	event involving	character	1	0.996503496503496	137	144	0		11			0