





















Appendix for Paper:








Intra-Team Ties and Team Performance: Evidence from Online Team-Based Games

Appendix A. Network Structure and Characteristic







Number	0	1	2	3	4	5	6
Network							
Count	56566	212552	190622	79291	73153	4746	956289
Structural Holes	0	0	0	0	1	1	0
Cliques	0	1	1	0	1	0	1
Centralization	0	0.24	0.16	0.56	0.16	0.56	0.96

Number	7	8	9	10	11	12	13
Network							
Count	2763	965801	2802	226	1638	25670	405
Structural Holes	1	0	1	0	1	1	1
Cliques	0	1	0	0	0	0	0
Centralization	0.96	0.24	0.24	0.64	0.64	1.04	1.44

Number	14	15	16	17	18	19	20
Network							
Count	21	5882	1124	4132	28835	4218	564
Structural Holes	0	1	1	1	0	1	0
Cliques	0	0	0	0	0	0	0
Centralization	0	0.4	0.4	0.8	1.2	1.2	0.24

Number	21	22	23	24	25	26	27
Network							
Count	43	10401	103935	6599	11163	522	14463
Structural Holes	0	1	0	1	1	0	0
Cliques	0	0	1	0	0	0	0

Centralization	0.64	0.64	1.44	0.64	1.04	0.16	0.56
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Number	28	29	30	31	32	33
Network						
Count	50286	5182	1790	88895	133441	967071
Structural Holes	1	0	0	0	0	0
Cliques	0	0	0	0	0	0
Centralization	0.96	0.96	0.16	0.56	0.24	0