

combined_final documentation

Experiment variables:

- **prolificID**: Identifier for players; anonymized.
- **group_id**: The index of the group in its respective survey batch.
- **batch**: Index of the survey batch in which the player was included.
- **treatment**: The treatment condition the participant received. "control" standing for the regular Public Goods Game; "[0,6]", "[1,5]", and "[2,4]" represent the bounds of the uniform distribution governing the noise in punishment in the respective treatment condition.
- **time/round_number**: Number of the current round.
- **id_in_group**: The index of the player in their group of four.
- **payoff1_pre**: The round income after contribution stage.
- **payoff1_post**: The round income after punishment stage.
- **payoff2_pre**: The total account balance after contribution stage.
- **payoff2_post**: The total account balance after punishment stage.
- **retainedincome**: The amount of Coins not invested in the group project and added to the account balance.
- **contribution**: The amount of Coins invested in the group project.
- **amount**: Sum of punishment received, resulting from the Coins other players' paid to reduce the player's income multiplied by their respective value for punishmullrate (see below)
- **amount2**: Sum of Coins other players' paid to reduce income.
- **amountp1/amountp2/amountp3**: Amount the player assigned to reduce Player1/2/3's income (To assess the players in the dataset, id_in_group has to be taken into account: eg. If id_in_group == 2 Player 1 refers to the player with id_in_group == 1, while Player2 refers to the player with id_in_group == 3).
- **amountp_sum**: Sum of Coins assigned to reduce all other players' incomes.

- **punishmullrate1/punishmullrate2/punishmullrate3**: The actual multiplier drawn from the distribution used to determine punishment. Not applied in control condition where the multiplier is always 3.
- **amountpb1/amountpb2/amountpb3**: Amount of Coins subtracted by Player1/2/3's account. Product of amountp and punishmullrate.
- **total_contribution**: The sum of Coins contributed by all group members.
- **individual_share**: Each player's payoff from the project.
- **antisocial_sum**: Sum of Coins assigned to reduce the incomes of players that contributed a higher amount of Coins to the group project than the punishing player.
- **contribution_p1, contribution_p2, contribution_p3**: Amount of coins invested in the group project by the respective group member.

Survey:

- **gender**: 0:= no answer; 1:= male; 2 := female.
- **contribute_relative**: Q: On average, do you think you have contributed more, less, or equal than the average contribution in your group? A: 1 := less; 2 := equal; 3 := more.
- **punish_relative**: Q: On average, do you think you have reduced other players' incomes more, less, or equal than the average in your group? A: 1 := less; 2 := equal; 3 := more.
- **fined_relative**: Q: On average, do you think other players subtracted from your account more, less, or equal than the average in your group? A: 1 := less; 2 := equal; 3 := more.
- **punish_average**: Q: On average, how many Coins do you think you spent on reducing other players' incomes per round? A: numeric input.
- **contribute_average**: Q: On average, how many Coins do you think you contributed to the group project per round? A: numeric input.
- **punish_fixed**: Q: If for each Coin assigned to reduce a player's income 3 Coins would have been subtracted from their account, how many Coins do you think you would have spent on reducing other players' incomes on average in each round? A: numeric input.

- **contribute_fixed**: Q: If for each Coin assigned to reduce a player's income a randomly chosen amount, with an average of 3 Coins, would have been subtracted from their account, how many Coins would you have contributed on average in each round? A: numeric input.
- **criteria**: Q: What were your criteria to reduce other players' incomes? Please type your answer in the box below. A: text input.
- **Nationality**: Text input.
- **age**: Numeric input.