

Dictionary for the variable names in CPC18 raw data

SubjID – Unique human subject identifier, made up of 5 digits. 1st digit marks the *Set* of games the subject faced (1-7), 2nd digit marks *Location* subject played in (0-1), last three digits have no meaning.

Location – The physical location the subject was run in (“Technion”/“Rehovot”)

Gender – Subject’s gender (M/F)

Age – Subject’s age at time of experiment

Set – ID for the set number that the subject faced (each set consists of the same 30 games). 1-5 are CPC15 data, 6-7 are CPC18’s Experiment 1 data.

Condition – Legacy variable from CPC15 (“ByProb”/“ByFB”). Refers to the order condition by which subject saw the games within a set. CPC18 data will all be “ByProb” condition.

GameID – Unique game (choice problem) identifier (1-210).

<< The next 12 variables define (jointly) the choice problem by defining the two possible distributions and any relationship between them. For more details on how each 12-tuple defines the exact distributions, see the paper >>

Ha – Expected value of (High) lottery in Option A

pHa – Probability to get payoff drawn from lottery in Option A

La – Low payoff in Option A

LotShapeA – Shape of lottery in Option A (“-“, “Symm”, “L-skew”, or “R-skew”)

LotNumA – Number of lottery outcomes in Option A

Hb – Expected value of (High) lottery in Option B

pHb – Probability to get payoff drawn from lottery in Option B

Lb – Low payoff in Option B

LotShapeB – Shape of lottery in Option B (“-“, “Symm”, “L-skew”, or “R-skew”)

LotNumB – Number of lottery outcomes in Option B

Amb – Whether Option B is ambiguous (i.e. its probabilities are not described to subjects; Boolean)

Corr – Whether payoffs generated by the two possible options are correlated and the sign of the correlation (-1/0/1)

Order – The serial position of the current game within the sequence of 30 games the subject faced (1-30)

Trial – The trial number within a game (1-25)

Button – The on-screen side of the chosen button (“L”/”R”)

B – The response variable. Whether or not the subject selected Option B in the current trial (Boolean)

Payoff – The payoff the subject got from her/his choice in the current trial

Forgone – The payoff the subject would have gotten had she/he selected the other option in the current trial

RT – Reaction time until choice of option (in milliseconds). Only measured for Sets 6, 7.

<< The next four variables can be computed directly from the previous variables. They are given for convenience. >>

APay – The payoff provided by Option A in the current trial

BPay – The payoff provided by Option B in the current trial

Feedback – Whether (full) feedback was provided for the subject regarding payoffs in the current trial

Block – Number of time-block within the current game (each 5 trials define a block)