

Description of the experimental dataset “Knigge&Buskens(2010)_experimental_data” belonging to:

Knigge, A.; Buskens, V. Coordination and Cooperation Problems in Network Good Production. *Games* **2010**, *1*, 357-380.

Variable Name	Variable Label	Values	Clarification
Session	Session Identifier (yymmdd_startingtime)	yymmdd_startingtime	Identifies in which session of the experiment the observation took place, indicated by the date and starting time of that particular session.
num_participants	Number of participants in the session	Observed: 12, 16, 20	Indicates the number of subjects that participated in that particular session.
Group	Group Identifier within a round	Observed: 1-3, 1-4 or 1-5	At the start of each round, the participating subjects were randomly placed into groups of 4. This variable gives an ID to each group in a round.
Period	Round number within the entire experiment	1-30	Indicates the round number within the entire experiment in which an observation takes place. In total, subjects played 30 rounds.
Round	Round number within a scenario	1-5	Indicates the round number within a particular scenario; starts to count again for each scenario.
PaidRound	Dummy indicating whether a round is a paid round (=1) or a trial round (=0)	1 = yes, 0 = no	Indicates whether the observation took place in a paid round or in a trial round. In each scenario, subjects first played one trial round, and then 4 paid rounds.

Variable Name	Variable Label	Values	Clarification
totaltime	Duration of the round	90-120 seconds	Indicates the number of seconds after which the round ended. A round ended randomly somewhere between 90 and 120 seconds.
ordering	The order in which the scenarios are presented in the session	1 = Low-to-high costs; information first, 2 = High-to-low costs; information first, 3 = Low-to-high costs; no information first, 4 = High-to-low costs; no information first	The 6 scenarios were presented in 4 different orders. It differed per session whether subjects started with low or high link costs, as well as whether they started with having information about the investments of others or not.
Phase	Scenario Number	1-6	There are 6 different scenarios (3 link cost conditions x 2 information conditions).
lin_cost	The costs of forming links in this scenario	10, 30, 50	Indicates how much points it costs for subjects to form a link, which differed per scenario.
inf	Information on the investments and earnings of group members in this scenario	1 = yes, 0 = no	Indicates whether subjects had information on how much the others in their group invested and earned, which differed per scenario.
SubjectX (X = 1-4), so: Subject1 Subject2 Subject3 Subject4	Subject Identifier within a session (of group member X)	Observed: 1-12, 1-16 or 1-20	Within a session, each subject got a unique number to identify him or her throughout the rest of the experiment. This variable shows the ID of group member X.

Variable Name	Variable Label	Values	Clarification
investEX X = 1-4, so: investE1 investE2 investE3 investE4	Investment level of group member X at the end of the round	Observed: min 0, max 133	Indicates how much points group member X invested when the round finished.
initXY X = 1-4, Y = 1-4, X ≠ Y, so: init12, init13, init14; init21, init23, init24; init31, init32, init34; init41, init42 init43;	Proposal for a link by group member X to group member Y at the end of the round	1 = yes, 0 = no	Indicates whether group member X was proposing to group member Y to form a link when the round finished.
linkXY X = 1-3, Y = 2-4, X < Y, so: link12, link13, link14; link23, link24; link34;	Link between group member X and group member Y at the end of the round	1 = yes, 0 = no	Indicates whether there was a link between group member X and group member Y when the round finished.
degreeX X = 1-4, so: degree1 degree2 degree3 degree4	Number of links of group member X at the end of the round	0-3	Indicates the number of links that group member X had when the round finished.

Variable Name	Variable Label	Values	Clarification
<p>paypsX</p> <p>X = 1-4, so:</p> <p>degree1 degree2 degree3 degree4</p>	<p>Points earned by group member X at the end of the round</p>	<p>Observed: min -116272, max 5394</p>	<p>Indicates the number of points earned by group member X when the round finished. Not all points are converted to money at the end of the experiment, see below.</p>
<p>ProfitX</p> <p>X = 1-4, so:</p> <p>Profit1 Profit2 Profit3 Profit4</p>	<p>Points earned by group member X at the end of the round that count</p>	<p>Observed: min -320, max 310</p>	<p>Indicates the number of points earned by group member X when the round finished that matter for his or her final earnings (only points earned in a paid round count).</p>
<p>beautyX</p> <p>X = 1-4, so:</p> <p>beauty1 beauty2 beauty3 beauty4</p>	<p>Number chosen in the Beauty Contest by group member X</p>	<p>Observed: min 0, max 100</p> <p>(missings for the session with 12 subjects due to a network crash)</p>	<p>Subjects had to choose a number between 0 and 100. The subject with the number closest to half of the average of the numbers chosen by all subjects in the session won €5. This variable indicates the number that group member X chose in this 'Beauty Contest'.</p>
<p>beautyorderX</p> <p>X = 1-4, so:</p> <p>beautyorder1 beautyorder2 beautyorder3 beautyorder4</p>	<p>Ranking of group member X in the Beauty Contest (1 = winner)</p>	<p>Observed: 1-16; 1-20</p> <p>(missings for the session with 12 subjects due to a network crash)</p>	<p>Indicates the ranking of group member X in the Beauty Contest (see above). The lower the number, the better the subject did in the Beauty Contest.</p>