

# Cooperation through image scoring: a replication

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## Document S1 (Supplementary information): Explanation of data files.

Eight data files are included in the supplementary material. Documents S2 to S7 are the Z-tree output files that were automatically generated during the game play. There are six files, generated between the 15<sup>th</sup> and 27<sup>th</sup> of February, 2017. File names indicate date and time of creation. In each file, there are ten “periods” of game play (called “rounds” in the manuscript). In each period, the actions of the ten players are shown. “Type 1” refers to a player assigned to the donor role. “Type 2” refers to a player assigned to a receiver role. Pairings are indicated in the “Group” column, showing that players with matching group numbers were assigned in pairs where one player was the donor and the other the receiver. “Profit” and “TotalProfit” indicate money earned/lost in that round, or cumulatively over all rounds, respectively. Summary information about the session (e.g. amount of money earned) is at the bottom of the file.

Document S8 is the main SPSS data file. Data were manually entered into the file based on the data from Documents S2 to S8. Each row represents one participant. A description of the variables is below:

- Number: participant ID
- Session: group of ten players
- Date: date of session
- Numcomp: actual computer being used in the testing room
- Age
- Gender
- Income: money earned at the end of game
- R1\_R to R12\_R: player’s role in the period (donor/receiver), rounds 1 to 12
- R1\_B to R12\_B: whether player chose to donate money (only applicable in donor role), rounds 1 to 12
- R1\_M to R12\_M: whether receiver received money, rounds 1 to 12
- R1\_IS to R12\_IS: player’s image score at beginning of round, rounds 1 to 12
- R1\_C: number of chances to donate money during game
- R1\_T: number of times player donated money during game
- End\_IS: player’s image score at end of round 12
- R1\_MIS to R12\_MIS: mean image score of all players in that round, rounds 1 to 12
- R1\_AIS to R12\_AIS: adjusted image score of player, rounds 1 to 12
- R1YRIS to R12YRIS: adjusted image score of YES receiver in that round (matched using “group” columns in documents S2 to S8)

- R1NRIS to R12NRIS: adjusted image score of NO receiver in that round (matched using “group” columns in documents S2 to S8)
- Yes\_IS: adjusted image score of receiver of that player’s YES decision
- No\_IS: adjusted image score of receiver of that player’s NO decision
- End\_AIS: adjusted image score of player at the end of round 12
- Amt\_don: amount of times that player donated money in game
- Num\_chances: number of chances to donate money
- Don\_div\_chan: donations divided by the number of chances to donate
- Num\_c\_rec: number of chances to receive money
- R2Y\_OIS to R12Y\_OIS: same as R2YRIS to R12YRIS except using original image score instead of adjusted image score, rounds 2 to 12
- R2N\_OIS to R12N\_OIS: same as R2NRIS to R12NRIS except using original image score instead of adjusted image score, rounds 2 to 12

Document S9 is the secondary SPSS data file, which was used to conduct the logistic GLMM. Each row represents a player’s decision. The number of decisions varied by player. A description of the variables is below:

- Number: participant ID
- Session: group of ten players
- Age
- Gender
- Donor trial: for the donor, the number of the most recent opportunity to donate
- IS\_rec: adjusted image score of receiver
- Yes\_no: player’s decision on YES or NO decision
- IS\_rec\_O: original (non-adjusted) image score of receiver
- Type: whether player was all-yes, all-no, or played both YES and NO during game