Codebook

This codebook contains information about "data_decisions_67_games.csv". Data was collected from November 2023 to January 2024 as part of the M.Sc. Theses of Severina Caplazi and Melanie Meister at the chair of social psychology at the University of Zurich. The dataset includes the decisions of N = 428 participants regarding the 67 symmetric 2×2 one-shot games presented by Villiger et al. (2022) as well as information about participants' Social Value Orientation and Honesty-Humility. Participants were not incentivized. They were told to imagine playing each game with a new and unknown person. The online survey was conducted in German and administered with SoSci Survey. Participants completed the questionnaire in the following order:

	Informed consent (EE01)
¹ / ₂ ³ / ₄	Control variables (KV01 - KV04)
	Personality variables (HH01_01 - HH01_16, RA01_01 - RA01_02, SV01 - SV15)
	Game instructions and comprehension check questions (IV02_01 – IV02_03)
5	Probability of choosing option A in 67 economic games (SA01_01 - SA67_01)
6	Control variables (KV05 - KV06)

Variable names	Variable descriptions	Value labels
CASE	Person ID	Integer numbers
STARTED	Start of questionnaire completion	Date and time in POSIXct format
EE01	Informed consent	1 = agreed
		2 = not agreed
		-9 = no answer
HH01_01 - HH01_16	Honesty-Humility scale (Lee &	1 = strongly agree
	Ashton, 2018)	2 = agree
HH01_01, HH01_05,	Sincerity subscale	3 = neutral
HH01_09, HH01_13		4 = disagree
HH01_02, HH01_06,	Fairness subscale	5 = strongly disagree
HH01_10, HH01_14		-9 = no answer
HH01_03, HH01_07,	Greed-avoidance subscale	<i>Note</i> . The following items should be re-
HH01_11, HH01_15		verse coded: HH01_01, HH01_02,
HH01_04, HH01_08,	Modesty subscale	HH01_06, HH01_07, HH01_09, H01_11,
HH01_12, HH01_16		HH01_12, HH01_14, HH01_15, HH01_16

IV01_01 – IV01_67	Serial position of the game	$1 = 1^{st}$ game presented
1.01_01 1.01_0/	Serial position of the guine	$2 = 2^{\text{nd}}$ game presented
		=
		$67 = 67^{\text{th}}$ game presented
IV02_01 – IV02_03	Number of comprehension check	Integer numbers
1 1 0 2 0 1 - 1 1 0 2 0 3	question repetitions	integer numbers
	Note. Participants had to answer	
	each of the three questions cor-	
	rectly before they could proceed.	
KV01		1 = < 18 years
KVUI	Age	
		18 = 18 years
		19 = 19 years
		=
		98 = 98 years
		99 = 99 years or older
		-9 = no answer
KV02	Gender	1 = male
		2 = female
		3 = diverse / do not wish to disclose
		-9 = no answer
KV03	Highest achieved education	1 = no completed education
		2 = mandatory school
		3 = apprenticeship
		4 = high school
		5 = higher education
		6 = bachelor's degree
		7 = master's degree
		8 = PhD
		-9 = no answer
KV04	Psychology student	1 = psychology student
		2 = no psychology student
		-9 = no answer
KV05	Familiarity	1 = familiarity with economic games
		2 = no familiarity with economic games
		-9 = no answer
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RA01_01, RA01_02	KV06	Carefulness of questionnaire com-	1 = worked carefully
RA01_01, RA01_02 Money-related risk aversion, (Infratest Sozialforschung, 2012) 11 = not at all willing to take risks (Infratest Sozialforschung, 2012) 11 = very willing to take risks 12 = not answer		pletion	2 = did not work carefully
RA01_02 Money-related risk aversion (Infratest Sozialforschung, 2012) SA01_01 - SA67_01 Probability of choosing option A in the 67 economic games (player 1) Note. The games and their numbers correspond to those presented in the appendix of Villiger et al. (2022). SV01 - SV06 Social Value Orientation scale (Murphy et al., 2011) SV07 - SV15 Inequality aversion index (Murphy et al., 2011) SV07 - SV15 Inequality aversion index (Murphy et al., 2011) TIME_001 - TIME_087 Length of stay on questionnaire page Note. Games were presented on pages 19 (TIME_019) to 84 (TIME_084). TIME_SUM Total length of stay on questionnaire (without outliers) LASTDATA End of questionnaire page completed Integer numbers			-9 = no answer
Continue to the continue to	RA01_01,	General risk aversion,	1 = not at all willing to take risks
Note. Items should be reverse coded.	RA01_02	Money-related risk aversion	11 = very willing to take risks
SA01_01 - SA67_01		(Infratest Sozialforschung, 2012)	-9 = no answer
the 67 economic games (player 1) Note. The games and their numbers correspond to those presented in the appendix of Villiger et al. (2022). SV01 – SV06 Social Value Orientation scale (Murphy et al., 2011) SV07 – SV15 Inequality aversion index (Murphy et al., 2011) The value labels of each primary item consist of 9 different money allocation options which correspond to the version A of the Social Value Orientation Slider (Murphy et al., 2011). -9 = no answer SV07 – SV15 Inequality aversion index (Murphy et al., 2011) The value labels of each secondary item consist of 9 different money allocation options which correspond to the version A of the Social Value Orientation Slider (Murphy et al., 2011). -9 = no answer TIME001 – TIME087 Length of stay on questionnaire page Note. Games were presented on pages 19 (TIME019) to 84 (TIME084). Total length of stay on questionnaire (without outliers) LASTDATA End of questionnaire completion Last questionnaire page completed Integer numbers			Note. Items should be reverse coded.
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	MISSING	Percentage of missing answers	Integer numbers

MISSINGREL	Percentage of missing answers	Integer numbers
	(weighted according to relevance)	
TIME_RSI	Speed of questionnaire completion	Numbers
	(relative)	

References

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