

Data File Guide for “Debiasing Egocentrism and Optimism Biases in Repeated Competitions”

Below there is information for how to interpret the variables in the data file. Please email Jason Rose (jason.rose4@utoledo.edu) if you have questions.

VARIABLES IN THE “MAIN DATA SET” FILE

VARIABLE NAME	DESCRIPTION
RP_number	participant number
Session_time	what time did participants go through the study
Session_data	what was the date of participation
item_condition	A condition variable indicating which of the 3 item sets (combinations of easy/hard items) was used
Item_order	Indicates the order in which the easy vs. hard item was thrown first.
Throw_order	Indicates the rounds in which the participant threw first.
RP1_easy_total_round1	How many points in Round 1 for easy item (out of 24)
RP1_hard_total_round1	How many points in Round 1 for hard item (out of 24)
who_won_easy_round1	Did the participant win in Round 1 for easy item?
who_won_hard_round1	Did the participant win in Round 1 for hard item?
tiebreaker_needed_easy_round1	Was tiebreaker needed in Round 1 for easy item?
tiebreaker_needed_hard_round1	Was tiebreaker needed in Round 1 for hard item?
RP1_easy_total_round2	How many points in Round 2 for easy item (out of 24)
RP1_hard_total_round2	How many points in Round 2 for hard item (out of 24)
who_won_easy_round2	Did the participant win in Round 2 for easy item?
who_won_hard_round2	Did the participant win in Round 2 for hard item?
tiebreaker_needed_easy_round2	Was tiebreaker needed in Round 2 for easy item?
tiebreaker_needed_hard_round2	Was tiebreaker needed in Round 2 for hard item?
RP1_easy_total_round3	How many points in Round 3 for easy item (out of 24)
RP1_hard_total_round3	How many points in Round 3 for hard item (out of 24)
who_won_easy_round3	Did the participant win in Round 3 for easy item?
who_won_hard_round3	Did the participant win in Round 3 for hard item?
tiebreaker_needed_easy_round3	Was tiebreaker needed in Round 3 for easy item?
tiebreaker_needed_hard_round3	Was tiebreaker needed in Round 3 for hard item?
RP1_easy_total_round4	How many points in Round 4 for easy item (out of 24)
RP1_hard_total_round4	How many points in Round 4 for hard item (out of 24)
who_won_easy_round4	Did the participant win in Round 4 for easy item?
who_won_hard_round4	Did the participant win in Round 4 for hard item?
tiebreaker_needed_easy_round4	Was tiebreaker needed in Round 4 for easy item?
tiebreaker_needed_hard_round4	Was tiebreaker needed in Round 4 for hard item?
RP1_easy_total_round5	How many points in Round 5 for easy item (out of 24)
RP1_hard_total_round5	How many points in Round 5 for hard item (out of 24)
who_won_easy_round5	Did the participant win in Round 5 for easy item?
who_won_hard_round5	Did the participant win in Round 5 for hard item?
tiebreaker_needed_easy_round5	Was tiebreaker needed in Round 5 for easy item?
tiebreaker_needed_hard_round5	Was tiebreaker needed in Round 5 for hard item?
RP1_easy_total_round6	How many points in Round 6 for easy item (out of 24)
RP1_hard_total_round6	How many points in Round 6 for hard item (out of 24)
who_won_easy_round6	Did the participant win in Round 6 for easy item?
who_won_hard_round6	Did the participant win in Round 6 for hard item?
tiebreaker_needed_easy_round6	Was tiebreaker needed in Round 6 for easy item?
tiebreaker_needed_hard_round6	Was tiebreaker needed in Round 6 for hard item?

END_SCORE_SHEET	
like_easy_round1	Likelihood estimate for the easy object in Round 1
like_hard_round1	Likelihood estimate for the hard object in Round 1
like_easy_round2	Likelihood estimate for the easy object in Round 2
like_hard_round2	Likelihood estimate for the hard object in Round 2
like_easy_round3	Likelihood estimate for the easy object in Round 3
like_hard_round3	Likelihood estimate for the hard object in Round 3
like_easy_round4	Likelihood estimate for the easy object in Round 4
like_hard_round4	Likelihood estimate for the hard object in Round 4
like_easy_round5	Likelihood estimate for the easy object in Round 5
like_hard_round5	Likelihood estimate for the hard object in Round 5
like_easy_round6	Likelihood estimate for the easy object in Round 6
like_hard_round6	Likelihood estimate for the hard object in Round 6
SCE1	SCE = like estimate for easy MINUS like estimate for hard (round 1)
SCE2	SCE = like estimate for easy MINUS like estimate for hard (round 2)
SCE3	SCE = like estimate for easy MINUS like estimate for hard (round 3)
SCE4	SCE = like estimate for easy MINUS like estimate for hard (round 4)
SCE5	SCE = like estimate for easy MINUS like estimate for hard (round 5)
SCE6	SCE = like estimate for easy MINUS like estimate for hard (round 6)
self_easy_round1	Estimate of how many points self would get for easy item in Rd. 1
self_hard_round1	Estimate of how many points self would get for hard item in Rd. 1
self_easy_round2	Estimate of how many points self would get for easy item in Rd. 2
self_hard_round2	Estimate of how many points self would get for hard item in Rd. 2
self_easy_round3	Estimate of how many points self would get for easy item in Rd. 3
self_hard_round3	Estimate of how many points self would get for hard item in Rd. 3
self_easy_round4	Estimate of how many points self would get for easy item in Rd. 4
self_hard_round4	Estimate of how many points self would get for hard item in Rd. 4
self_easy_round5	Estimate of how many points self would get for easy item in Rd. 5
self_hard_round5	Estimate of how many points self would get for hard item in Rd. 5
self_easy_round6	Estimate of how many points self would get for easy item in Rd. 6
self_hard_round6	Estimate of how many points self would get for hard item in Rd. 6
comp_easy_round1	Estimate of how many points competitor would get for easy item in Rd. 1
comp_hard_round1	Estimate of how many points competitor would get for hard item in Rd. 1
comp_easy_round2	Estimate of how many points competitor would get for easy item in Rd. 2
comp_hard_round2	Estimate of how many points competitor would get for hard item in Rd. 2
comp_easy_round3	Estimate of how many points competitor would get for easy item in Rd. 3
comp_hard_round3	Estimate of how many points competitor would get for hard item in Rd. 3
comp_easy_round4	Estimate of how many points competitor would get for easy item in Rd. 4
comp_hard_round4	Estimate of how many points competitor would get for hard item in Rd. 4
comp_easy_round5	Estimate of how many points competitor would get for easy item in Rd. 5
comp_hard_round5	Estimate of how many points competitor would get for hard item in Rd. 5
comp_easy_round6	Estimate of how many points competitor would get for easy item in Rd. 6
comp_hard_round6	Estimate of how many points competitor would get for hard item in Rd. 6
indirect_easy_Rd1	Self estimate MINUS competitor estimate for easy item in Round 1
indirect_easy_Rd2	Self estimate MINUS competitor estimate for easy item in Round 2
indirect_easy_Rd3	Self estimate MINUS competitor estimate for easy item in Round 3
indirect_easy_Rd4	Self estimate MINUS competitor estimate for easy item in Round 4
indirect_easy_Rd5	Self estimate MINUS competitor estimate for easy item in Round 5
indirect_easy_Rd6	Self estimate MINUS competitor estimate for easy item in Round 6
indirect_hard_Rd1	Self estimate MINUS competitor estimate for hard item in Round 1

indirect_hard_Rd2	Self estimate MINUS competitor estimate for hard item in Round 2
indirect_hard_Rd3	Self estimate MINUS competitor estimate for hard item in Round 3
indirect_hard_Rd4	Self estimate MINUS competitor estimate for hard item in Round 4
indirect_hard_Rd5	Self estimate MINUS competitor estimate for hard item in Round 5
indirect_hard_Rd6	Self estimate MINUS competitor estimate for hard item in Round 6
post_comp_like_easy_ALL	Average of the post-competition round likelihood estimates for winning for the set of easy items
post_comp_like_hard_ALL	Average of the post-competition round likelihood estimates for winning for the set of hard items
SCE_postcomp	Easy MINUS hard likelihood estimates for the post-competition round
post_you_easy_ALL	Average of the post-competition round self estimates for # of points predicted for the set of easy items
post_you_hard_ALL	Average of the post-competition round self estimates for # of points predicted for the set of hard items
post_copart_easy_ALL	Average of the post-competition round competitor estimates for # of points predicted for the set of easy items
post_copart_hard_ALL	Average of the post-competition round competitor estimates for # of points predicted for the set of hard items
easy_throw_first_1	Likelihood estimate for easy object when throwing 1 st on the 1 st occasion
hard_throw_first_1	Likelihood estimate for hard object when throwing 1 st on the 1 st occasion
easy_throw_first_2	Likelihood estimate for easy object when throwing 1 st on the 2 nd occasion
hard_throw_first_2	Likelihood estimate for hard object when throwing 1 st on the 2 nd occasion
easy_throw_first_3	Likelihood estimate for easy object when throwing 1 st on the 3 rd occasion
hard_throw_first_3	Likelihood estimate for hard object when throwing 1 st on the 3 rd occasion
easy_throw_second_1	Likelihood estimate for easy object when throwing 2 nd on the 1 st occasion
hard_throw_second_1	Likelihood estimate for hard object when throwing 2 nd on the 1 st occasion
easy_throw_second_2	Likelihood estimate for easy object when throwing 2 nd on the 2 nd occasion
hard_throw_second_2	Likelihood estimate for hard object when throwing 2 nd on the 2 nd occasion
easy_throw_second_3	Likelihood estimate for easy object when throwing 2 nd on the 3 rd occasion
hard_throw_second_3	Likelihood estimate for hard object when throwing 2 nd on the 3 rd occasion

VARIABLES IN THE “DATA FOR REGRESSIONS” FILE

*Note: In the study, each participant provided data in multiple rounds of a competition (thus, round is a within-subjects variable). Here, rather than the data across each round existing in multiple columns, the data was transformed such that each column represents a particular variable (e.g., likelihood estimates for easy objects) with multiple data points for each participant (e.g., all of participants’ likelihood estimates for likelihood estimates across the 6 rounds).

VARIABLE NAME	DESCRIPTION
RP_number	participant number
item_condition	A condition variable indicating which of the 3 item sets (combinations of easy/hard items) was used
postcomp_like_stacked	All post-competition likelihood estimates for participant in 1 column
postcomp_difficulty	All post-competition difficulty labels to go with the likelihood estimates, in 1 column
postcomp_self_stacked	All post-competition self score estimates, in 1 column
postcomp_competitor_stacked	All post-competition competitor score estimates, in 1 column
round_new	A variable to go with likelihood estimates to indicate round
difficulty_new	A variable to go with likelihood estimates to indicate difficulty
like	All likelihood estimates for participant in 1 column (main competition)
self_new	All self score estimates for participant in 1 column (main competition)

peer_new	All competitor score estimates for participant in 1 column (main competition)
indirect_new	All indirect estimates (self MINUS competitor) for participant in 1 column (main competition)
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Zround_new	Z score for round variable above (A variable to go with likelihood estimates to indicate difficulty)
Zdifficulty_new	Z score for difficulty variable above (All likelihood estimates for participant in 1 column (main competition))
Zself_new	Z score for self variable above (All self score estimates for participant in 1 column (main competition))
Zpeer_new	Z score for peer variable above (All competitor score estimates for participant in 1 column (main competition))
Zindirect_new	Z score for indirect variable above (All indirect estimates (self MINUS competitor) for participant in 1 column (main competition))
roundXself_new	Interaction term for roundXself
roundXpeer_new	Interaction term for roundXpeer
selfXpeer_new	Interaction term for selfXpeer
selfXpeerXround_new	Interaction term for roundXselfXpeer

VARIABLES IN THE “ROUND LEVEL ANALYSIS” FILE

*Note: for this file, round was the unit of analysis. Thus, the data is taken from the main data file and placed into this new data file for different types of analyses.

VARIABLE NAME	DESCRIPTION
round	What round of competition considered (1-6)
self	Standardized beta weights for self score estimates as predictors of likelihood estimates, separately indicated for each round
peer	Standardized beta weights for competitor score estimates as predictors of likelihood estimates, separately indicated for each round
difference	Difference in beta weights for self vs. competitor score estimates as predictors of likelihood estimates, separately indicated for each round
r_square_change_self	R-square change when entering in self score estimates in a second step after self-competitor difference score (SO or indirects) as predictors of likelihood estimates, separately indicated for each round
self_with_SO_score	Standardized beta weights for self score estimates as predictors of likelihood estimates (when entered with self MINUS competitor scores or SO scores), separately indicated for each round
SCE	The average SCE (easy likelihood estimate MINUS hard likelihood estimate), separately indicate for each round

Stimuli

Sample Scoring Sheet for Experimenters

NOTE: In the event of a tie for an item, look to see who had the higher number of points in Throw #1 for that item (the person with the highest points is the winner). If the # of points is equal, look at Throw #2, and so on down the line until a winner can be declared. If participants had an identical number of points across each throw, flip a coin (heads=RP1 wins; tails = RP2 wins).

Round 1									
In each column, indicate how many points each participant received for a given item (0, 1, 2 or 3)									
RP1	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	TOTAL "points"
Easy item									
Hard item									
RP2	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Throw 6	Throw 7	Throw 8	TOTAL "points"
Easy item									
Hard item									

Who won easy item (circle one)? RP1 or RP2 Tiebreaker needed (circle one)? YES or NO
Who won hard item (circle one)? RP1 or RP2 Tiebreaker needed (circle one)? YES or NO

Sample DV Sheet for Participants

ROUND 1

In a few moments, you will be playing Round 1 of a competition against the other participant in the room. Specifically, you and your co-participant will get 8 throws for each item sitting on the table. Whoever gets more points based on where the items land on the target will be the winner for that item (Remember that you get 3 points for a throw that lands in the bullseye; 2 points for a throw that lands in the inner square; 1 point for a throw that lands in the outer square; and 0 points for a throw that lands outside the target. By the way, assume we will play a tie-breaker if necessary, until there is one winner for a given item). Before starting Round 1, please answer the questions below.

Write down the names of the items: Item 1 _____ Item 2 _____

For each item, please estimate the likelihood that you will be able to beat your competitor in throwing the item accurately at the target. That is, what is the likelihood that you will have more points than will your co-participant?

You can use **any number** between 0% and 100%. 0% would mean you think there is no chance you will beat your competitor. 100% would mean you are absolutely certain you will beat your competitor

1. Item 1 _____% that you'll win
2. Item 2 _____% that you'll win

For each item, please estimate the number of points you will have across your 8 throws

1. Item 1 _____ out of 24 possible points.
2. Item 2 _____ out of 24 possible points.

For each item, please estimate the number of points your co-participant will have across 8 throws.

1. Item 1 _____ out of 24 possible points.
2. Item 2 _____ out of 24 possible points.



STOP AND WAIT FOR INSTRUCTIONS