**The Null Effects of Synchronicity in Online Social Dilemmas Experiments**

**Codebook for ‘clean\_data.csv’**

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| **Variable** | **Description** |
| [1] "X1" | Row index |
| [2] "date1" | Date of Stage 1 participation |
| [3] "date2" | Date of Stage 2 participation |
| [4] "code\_participant1" | Otree participant code for Stage 1 |
| [5] "code\_participant2" | Otree participant code for Stage 2 |
| [6] "code\_session1" | Otree session code for Stage 1 |
| [7] "code\_session2" | Otree session code for Stage 2 |
| [8] "prolific\_id" | Prolific ID variable replaced with a numeric ID for anonymity |
| [9] "condition" | Experimental condition (pre\_immediate, pre\_delay, post\_delay) |
| [10] "payoff" | Prisoners dilemma payoff |
| [11] "mediation\_questions\_order" | Were participants presented with mediation questions before or after the PD choice? |
| [12] "comprehension\_transfer\_transfer" | Comprehension question about what happens if both choose Transfer (correct answer: 200) |
| [13] "comprehension\_keep\_keep" | Comprehension question about what happens if both choose Keep (correct answer: 100) |
| [14] "comprehension\_keep\_transfer" | Comprehension question about what happens if participant chooses Keep and partner chooses Transfer (correct answer: 300) |
| [15] "comprehension\_transfer\_keep" | Comprehension question about what happens if participant chooses Transfer and partner chooses Keep (correct answer: 0) |
| [16] "waiting\_time" | Time spent waiting before being matched to a partner in the PD (in seconds) |
| [17] "partner\_found" | Was a partner found? (1 = yes) |
| [18] "partner\_stayed" | Did the partner stay in the experiment and provide a decision? (1 = yes) |
| [19] "prisoners\_dilemma\_decision" | Choice in the PD (Keep or Transfer) |
| [20] "social\_distance\_close" | How close do you feel to the other participant in the game? (0 = Not at all; 10 = Very close) |
| [21] "social\_distance\_common" | How much do you have in common with the other participant in the game? (0 = Nothing at all; 10 = A lot in common) |
| [22] "uncertainty\_nervous" | How nervous are you to learn about the outcome of the game? (0 = Not nervous at all; 10 = Very nervous) |
| [23] "uncertainty\_worried" | How worried are you to learn about the outcome of the game? (0 = Not worrie dat all; 10 = Very worried) |
| [24] "expectation" | On a scale from 0 (will definitely choose Keep) to 10 (will definitely choose Transfer), how likely is it that the other participant will choose Transfer? |
| [25] "confidence" | How confident are you in your expectation of the other participant’s behavior? (0 = Not at all confident; 10 = Very confident) |
| [26] "anticipated\_satisfaction" | How satisfied do you expect to feel about the outcome of the game? (-5 = not at all satisfied; +5 = extremely satisfied) |
| [27] "anticipated\_regret" | On the previous page, you chose KEEP / TRANSFER. How much regret do you expect to feel about the choice you made? (-5 = no regret at all; +5 = a lot of regret) |
| [28] "SVO1\_self" | Points allocated to the self in SVO item 1 |
| [29] "SVO1\_other" | Points allocated to the other player in SVO item 1 |
| [30] "SVO2\_self" | Points allocated to the self in SVO item 2 |
| [31] "SVO2\_other" | Points allocated to the other player in SVO item 2 |
| [32] "SVO3\_self" | Points allocated to the self in SVO item 3 |
| [33] "SVO3\_other" | Points allocated to the other player in SVO item 3 |
| [34] "SVO4\_self" | Points allocated to the self in SVO item 4 |
| [35] "SVO4\_other" | Points allocated to the other player in SVO item 4 |
| [36] "SVO5\_self" | Points allocated to the self in SVO item 5 |
| [37] "SVO5\_other" | Points allocated to the other player in SVO item 5 |
| [38] "SVO6\_self" | Points allocated to the self in SVO item 6 |
| [39] "SVO6\_other" | Points allocated to the other player in SVO item 6 |
| [40] "experienced\_satisfaction" | How satisfied are you with the outcome of the game? (-5 = not at all satisfied; +5 = extremely satisfied) |
| [41] "experienced\_regret" | How much regret do you feel about the choice you made in the game? (-5 = no regret at all; +5 = a lot of regret) |
| [42] "experiment\_enjoyment" | To what extent did you enjoy participating in this experiment? (0 = not at all; 10 = very much) |
| [43] "experiment\_interesting" | To what extent did you find this experiment interesting? ( 0 = not at all; 10 = very much) |
| [44] "fairness\_rules" | The rules of the decision-making game were fair. (0 = strongly disagree; 10 = strongly agree) |
| [45] "fairness\_procedure" | The procedure of the decision-making game was fair. (0 = strongly disagree; 10 = strongly agree) |
| [46] "perceived\_realism" | In this study, to what extent did you feel like you were interacting with a real person? (0 = not at all; 10 = very much) |
| [47] "mini\_dictator\_decision" | Decision in the mini dictator game (Left or Right) |
| [48] "gender" | Gender |
| [49] "age" | Age |
| [50] "english" | Self-reported english proficiency |
| [51] "income" | Income |
| [52] "political\_orientation" | Political orientation |
| [53] "device" | What kind of device was the study completed on? |
| [54] "social\_distance\_sum" | Average of the two (reverse-scored) social distance items |
| [55] "aversive\_uncertainty\_sum" | Average of the two aversive uncertainty items |
| [56] "experiment\_enjoyment\_sum" | Average of the two enjoyment items |
| [57] "fairness\_sum" | Average of the two fairness items |
| [58] "SVO\_self\_total" | Total points allocated to the self in the SVO task |
| [59] "SVO\_other\_total" | Total points allocated to the other player in the SVO task |
| [60] "SVO\_angle" | SVO angle |
| [61] "prisoners\_dilemma\_decision\_num" | Did participants choose Transfer in the PD? (1 = yes, 0 = no) |
| [62] "mini\_dictator\_decision\_num" | Did participants choose to share points in the mini dictator game? (1 = yes, 0 = no) |
| [63] "follow\_up" | Were participants in the delayed conditions successfully recruited for the second stage? |
| [64] "SVO\_scale" | Centered SVO angle variable |
| [65] "payoff\_scale" | Centered payoff variable |
| [66] "pre\_decision\_matching" | Were participants matched before or after decisions? (-.5 = post; +.5 = pre) |
| [67] "immediate\_feedback" | Was feedback immediate or delayed? (-.5 = delayed; +.5 = immediate) |
| [68] "comprehension\_correct" | Were comprehension questions answered correctly? |
| [69] "waiting\_time\_log" | Log transformed waiting time |