In the *data files*, the column names have the following meanings.

All experiments

sub: participants coding
age: demographic variable
gender: demographic variable, 0 = female, 1 = male

Experiment 1a

condition: "0" represents in the gain domain; "1" represents in the loss domain.
time: "1" represents the delay of the intertemporal choice is 3 days; "2" represents the delay of the intertemporal choice is 1 week; "3" represents the delay of the intertemporal choice is 1 month; "4" represents the delay of the intertemporal choice is 1 year.
percentage: the proportion following the discounting model.

Experiment 1b

condition: "week" represents in that group, people faced two time alternatives of now vs. one week from now; "year" represents in that group, people faced two time alternatives of now vs. one year from now.
making_a_fool: making a fool of themselves in front of classmates, 0 = alternatives of now, 1 = alternatives of future.
poor_performance: getting a bad grade in a competition, 0 = alternatives of now, 1 = alternatives of future.
lose_money: losing ¥100, 0 = alternatives of now, 1 = alternatives of future.
being_expelled: being expelled from a club, 0 = alternatives of now, 1 = alternatives of future.
gettting_stung_by_a_hornet: getting stung by a hornet, 0 = alternatives of now, 1 = alternatives of future.

Experiment 2a

money: four groups, each group differing in terms of the magnitude of money loss, ¥ 10, ¥ 100, ¥ 1000, and ¥ 10,000.
magnitude: two categories, ¥ 10 and ¥ 100 belong to small magnitude, ¥ 1000 and ¥ 10,000 belong to large magnitude. 0 = small magnitude, 1= large magnitude.
time: the distance of the vertical line (|) from the left end.
reason_numb: the numbers of reasons participants provided.
re1: present bias, the value equals to the numbers of this reason divide by the total numbers of reasons. The following indicators also follow the same principle.

re2: anticipated dread.
re10: others.
re11: early compensation for losses.
re8: opportunity costs (investment, savings).
re7: the time value of money.
re5: uncertainty.
re4: insufficient resources.
re6: mental preparation.
re3: instinctive avoidance.
re9: Can afford to lose.

Experiment 2b

stimuli: 0 refers to an injection; 1 refers to hornet stings; 2 refers to being scalded with boiling water; 3 refers to tooth extraction.
pain_lev: degree of pain on a 7-point scale (1 = very mild pain, 4 = moderate pain, and 7 = very intense pain).
pain_experience: 0 refers to Yes; 1 refers to No.
reason_numb: the numbers of reasons participants provided.
time: the distance of the vertical line (|) from the left end.
re1: present bias, the value equals to the numbers of this reason divide by the total numbers of reasons. the following indicators also follow the same principle.
re2: anticipated dread.
re3: mental preparation.
re4: uncertainty.
re5: instinctive avoidance.
re6: can bear the pain.
re7: others.

Experiment 3

version: different manipulations, 1= copy negative emotions first, 2 = copy positive emotions first.
manipulation_check_of_anticipated_feelings: the feeling on a 9-point scale (1 = very pleasant, 5 = neither pleasant nor unpleasant, 9 = very unpleasant)
pain_level: degree of pain on a 9-point scale (1 = not at all painful, 9 = very painful)
making_a_fool: making a fool of themselves in front of classmates, on a 6-point scale, with 1 = very definitely choosing now and 6 = very definitely choosing one week later. The following indicators are also on a 6-point scale.
poor_performance: getting a bad grade in a competition.
lose_money: losing ¥100.

being_expelled: being expelled from a club.
gettting_stung_by_a_hornet: getting stung by a hornet.