Column Name	Description
workerid	An id that identifies each participant, within each experiment.
proliferate.condition	When ‘Proliferate’ is used for data collection, this identifies the condition assignment. Because all experiments use a within-subjects design, this simply identifies each experiment.
accuracy	Was the response correct? (TRUE or FALSE)
accuracy_bool	Accuracy re-coded as correct==1 and incorrect==0
alter_ball_visible	Is the ball plainly visible from behind the table (i.e. from the character’s position)? (TRUE or FALSE)
alter_can_infer	Can the position of the ball be inferred from behind the table? This condition is met when the ball is not visible from behind the table, but only one position is occluded from view. (TRUE or FALSE)
alter_occluders	A code indicating the presence of the occluders, from left to right, placed behind the baskets. ‘000’ indicated no occluders. ‘010’ indicated only a central occluder. ‘111’ indicates all positions are occluded.
ball_pos	The position of the ball, coded as 0 (left), 1 (central), or 2 (right).
character_choice	Which position does the character choose to search for the ball? This defines the ‘correct’ position when participants must predict the character’s behavior. When the character can infer the ball’s position, this location is simply the ball’s actual location. When the character cannot infer the ball’s location, this location is randomly determined from among the plausible locations.
collective_ball_visible	Is the ball plainly visible both from the front of and behind the table? (TRUE or FALSE)
collective_can_infer	Can the position of the ball be inferred both from the front of and behind the table? (TRUE or FALSE)
ego_ball_visible	Can the participant plainly see the ball? (TRUE or FALSE)
ego_can_infer	Can the participant infer the position of the ball, even if not plainly visible? This happens when the ball is visible, or is not visible but only one position is occluded from view. (TRUE or FALSE)
ego_occluders	A code indicating the presence of the occluders, from left to right, from the perspective of participants. ‘000’ indicated no occluders. ‘010’ indicated only a central occluder. ‘111’ indicates all positions are occluded.
response	The position selected by participants. 0 (left), 1 (central), or 2 (right).
rt	The response time for each trial.

search_locations	The set of locations from which the ‘correct’ location is randomly selected. When participants predict the behavior of the character, this contains all rational locations which the character might choose to search. When participants make direct predictions about the location of the ball, this simply contains the ball’s actual location.
stimulus	The file name of the stimulus used in each trial.
time_elapsed	The total time (ms) elapsed at the point of the response.
trial	An id identifying the type of trial, within the experimental procedure (ex. prediction_trial or exit_survey).
trial_index	An index identifying each trial.
trial_type	Indicates the type of JsPsych trial used.
error	Identifies errors that occurred during the given trial.
age	Participant age in years.
bonus	The participant’s bonus in US dollars.
ethnicity	Hispanic or Non-Hispanic.
feedback	Participant’s free-response general feedback and report of the factors that contributed to their responses.
gender	Male, Female, or Non-binary.
overall_accuracy	Percent accuracy, 0-1, of all prediction trials.
race	White, Black/African American, American Indian/Alaska Native, Native Hawaiian/Pacific Islander, Multiracial, Asian, Other