Readme

"Betting on the Underdog: The Influence of Social Networks on Vote Choice"

Political Science Research and Methods Dataverse

Description

The files contained in this repository comprise a script to reproduce the results appearing in the paper and the appendix, along with the anonymized dataset.

Package Requirements

The results were computed using R version 3.6.2. The main script requires installing the following R packages: rms, ggplot2, and stargazer. Computation time is approximately 30 seconds.

Reproducing Tables and Figure

To reproduce the results, simply run the following command:

```
Rscript main.R
```

The script will generate tables as separate text documents, named after their original numbering in the manuscript and stored in the tables/ directory. The script also produces a figure in the figures/ directory. The significance tests reported in the manuscript will be printed via standard output. Note that running the script will overwrite the existing files in the directory.

The additional figures in the manuscript are screenshots from the web-based experimental platform.

Codebook

The following table describes the columns of the dataset contained in the file main_dataset.csv.

Variable	Description
primary_key	Participant Unique ID number
participant.id_in_session	Participant ID by 24-player session
participant.time_started	Timestamp for start of the experiment
participant.payoff	Payoffs from game decisions
participant.payoff_plus_participation_fee	Total payoffs received, with participation fee
session.label	Session label
survey.1.player.age	Age group
survey.1.player.gender	Gender
survey.1.player.education	Education level
risk	Tolerance to risk (11-point scale)
player_treatment_group	Treament Group (3 types)
private_signal	Private signal: the individual bonus received for choosing the risky option
player_decision	The individual decision (B is the underdog)
player_sumVoteB	The total number of votes for B in the participant's election
player_info_group	The type of information (either Low or High for homophilic network, or 1 or 2 for 6-player groups in other conditions)
player_payoff	Payoff received for that round
election_id	Subsessions of six players
round	Election number (round 1 to 20)
homophily_binary	Binary variable for homophily treatment
random_binary	Binary variable for random treatment
high_homophily	Binary variable for high homophily treatment
low_homophily	Binary variable for low homophily treatment
treatment_4	Factor treatment variable with four groups: Control, Random, Homophily_Low, Homophily_High
binary_choice	Binarized version of player_decision (B=1)