Focused Power

Variable	Definition
Av Earnings as Percent	Percent of $15 purse earned by player with the most votes averaged for all rounds with this profile
Av Percent Earnings Focal Scaled wrt SSPI	Average of all rounds with a given profile, earnings of the subject with the most votes, scaled for focal points, divided by SSPI for that player
Av Earnings Focused as Percent	Averaged over all rounds with the same profile. Percent of $15 purse earned by player with the most votes
Earnings	Earnings of the player with the most votes for this round (from a purse of $15)
Earnings Focused as Percent	Scaled for focal points, Percent of $15 purse earned by player with the most votes
Earnings Percent	Percent of $15 purse earned by player with the most votes
Equal	Vote profile is relatively equal. Largest player has no more than one-fourth again as many votes as the second largest.
Experience	All players in round have played at least six rounds previously
Focal Scaler α / β	Rescales observation to counter effects of focal points. Inverse of Large OverRep all Players
Foreign	1 = largest subject was not raised in Australia
Group	ID for a set of subjects -- applied for six rounds on a sheet
Homogeneous	Excludes subjects who were outliers in performance. 1=subjects measured by regression to be relatively homogenous in earnings.
In WC	Largest player is in the winning coalition.
Inc L Player	1= The 1st offer included the subject with the most votes. 0 = It did not.
IncLPlayer for FocalScalar	1 = observation used in computing the scalar for focal points
Large OverRep all Players	Observed inclusion of large player relative to the theoretical inclusion of large players. Portion of first offers that includes the largest player
Large Player Votes	votes held by player with the most votes in the round
Largest Player Letter	Letter ID of player with the most votes in the specific round
Male	Gender of subject with the most votes
MinWCs	Number of winning coalitions in profile that do not have any extra players, may have extra votes, theory
MinWCwith LargeP	Number of winning coalitions in profile that do not have any extra players and include the player with the most votes, theory
NumRounds all players experienced	Applies to profile. Number of rounds used in computing either the Focal Scalar or earnings from purses
Used for final earnings	Observation used to compute final results of large player earnings
Observations of profile F	Number of rounds of a particular profile
Percent Earnings Focal Scaled wrt SSPI	By round, earnings of the subject with the most votes, scaled for focal points, divided by SSPI for that player that round
PersI	Largest subject is,1=Individualists, 0=Prosocial

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Variable	Definition
Portion 1st Offer inc L	Portion of 1st Offers for a profile that includes Large player in offer. Empirical
Portion MinWCIncL	MinWCs that include the largest player as portion of all minWCs in profile theory
Profile	Set of votes used in each round
Quota	Votes required to form a winning coalition, simple majority
Risk	A= Risk averse, L= Risk loving, N= Risk neutral, O= Inconsistent replies
Risk Defined	1= Largest subject completed the risk orientation survey consistently.
RiskA	Largest subject is risk averse.
RiskL	Largest subject is risk loving.
RiskN	Largest subject is neutral between risk averse and risk loving.
Round	One distribution of votes and allocation of purse – an observation
Sheet	ID number for document recording 12 rounds of an experiment
SSPI	Shapley-Shubik power index for the player with the most votes
SSPI%	Shapley value of player with the most votes, expressed as percentage. SSPI of largest player
SSV to SSZ	Shapley-Shubik power index for each player
Subject	ID code for subject with the most votes
Unequal	Vote profile is relatively unequal. Largest player has at least one-half again as many votes as the second largest.
Used to compute focal scalar	1 = observation used in computing the scalar for focal points
V, W, X, Y, Z	Votes held by players other than the Large Player