Codebook for `behav.csv`

"Can Political Speech Foster Tolerance of Immigrants?,'
Schleiter, Tavits and Ward

Text name	`Code name`	**Description**
Tokens Given	`tokens`	Tokens given in the round of the behavioral game.
Respondent ID	`ResponseId`	Unique identifier for respondents.
Survey wave	`wave`	Identifier for survey wave, takes on the values of 1, 2 and 3.
Game Round	`game_NR`	Round of the behavioral game, takes on values of 1, 2, 3, and 4.
Treatment: Common Humanity	`CH`	Indicator for respondents in the Common Humanity treatment.
Treatment: Countering Stereotypes	`CS`	Indicator for respondents in the Countering Stereotypes treatment.
Treatment: Norms	`NM`	Indicator for respondents in the Norms treatment.
Female Partner	`female_partner`	Indicator for whether the current game partner is female.
Foreign Partner	`foreign_partner`	Indicator for whether the current game partner was born outside the US.
Female	`female`	Indicator for female respondents.
Age	`age`	Respondent age, in years.
Age^2	`ageSq`	Respondent age squared.
Race	`race2`	Character variable with race in one of five categories.

Text name	`Code name`	**Description**
Education	`edu2`	Character variable with highest completed education level in one of eight categories.
Party ID	`pid2`	Character variable with party identification in one of four categories.
News Attention	`news2`	Response to item about frequency of news consumption.
Region	`region2`	Character variable with US Census region in four categories.
Instruction Reading Time	`readTime`	Time spent reading the instructions of the behavioral game, measured in seconds.