**Explanatory Notes for Data Files**

Last updated: 31 Dec 2020

**This document describes the two data files for the trustee and trustor roles associated with this study.**

**Trustor-RawData.csv**

* This is the raw data for Trustors downloaded from Qualtrics.
* Personal information (e.g., IP addresses, location) has been removed
* At the end of the study, we had an open-ended question where participants could optionally provide comments about the study. This variable was also removed in case identifiable personal information is present.
* See the PDF of the Qualtrics survey for the exact questions. Options are always coded in ascending order. For example, if a question had 3 options, the smallest value in the CSV is always the first option; the largest value is always the last option.

|  |  |
| --- | --- |
| **Variable Name** | **What it is?** |
| StartDate | Usual Qualtrics data |
| EndDate |
| Status |
| Progress |
| Duration (in seconds) |
| Finished |
| RecordedDate |
| Consent | Whether participants agree to provide consent (1 = Yes) |
| P1\_Karma | Whether or not participants believe in karma  (1 = No, 2 = Yes) |
| P1\_God | Whether or not participants believe in Christianity  (1 = No, 2 = Yes) |
| Understand\_1 | These are understanding check questions that ensures that participants understood the trust game. These items are ‘forced response’ such that if they provided the wrong response, a message indicating the correct response was displayed. Participants then had to change their answer to the correct one before they could proceed. |
| Understand\_2 |
| Understand\_3 |
|  | |
| **Note on naming system for subsequent variables**  Trustors are presented with 4 rounds of the trust game, each with a different trustee with different profiles in terms of their belief in karma and Christianity.  These 4 rounds are named in the following manner: KXGX, where:  X is replaced by ‘Y’ to denote ‘Yes’, and ‘N’ to denote ‘No’  For example, KYGN denote the round where the trustee believes in Karma (yes), but does not believe in Christianity (no). | |
| KXGX\_Expect | Expectation about what they think the trustee would do (0 = LEFT, 10=RIGHT). This variable was subsequently recoded during data analysis |
| KXGX\_Trust | Trusting decision (1 = Trust, 2 = No Trust). This variable was subsequently recoded during data analysis |
| KXGX\_Time\_First Click | Timing variables for this round. |
| KXGX\_Time\_Last Click |
| KXGX\_Time\_Page Submit |
| KXGX\_Time\_Click Count |
|  |  |
| BK\_1 to BK\_16 | These are the items for the 16 item belief in karma scale. |
| Gender | Gender of participants (1=Male, 2=Female, 3=Other, 4=Prefer not to answer) |
| Gender\_3\_TEXT | Open-ended response for gender in case participants select ‘Other’. |
| Age | Willingness to provide age.  ‘2’ indicates ‘Prefer not to answer’. |
| Age\_1\_TEXT | Age of participant. |
| SC0 | Irrelevant scoring variable. |
| MTurkCode | MTurk Completion Code for the participants. Used for paying participants. |
| FL\_48\_DO | Order in which the 4 rounds are presented. |
| Belief\_DO | Order in which the two belief questions (belief in karma, belief in Christianity) are presented to participants. |

**Trustee-RawData.csv**

* This is the raw data for Trustees downloaded from Qualtrics.
* Personal information (e.g., IP addresses, location) has been removed
* At the end of the study, we had an open-ended question where participants could optionally provide comments about the study. This variable was also removed in case identifiable personal information is present.
* See the PDF of the Qualtrics survey for the exact questions. Options are always coded in ascending order. For example, if a question had 3 options, the smallest value in the CSV is always the first option; the largest value is always the last option.

|  |  |
| --- | --- |
| **Variable Name** | **What it is?** |
| StartDate | Usual Qualtrics data |
| EndDate |
| Status |
| Progress |
| Duration (in seconds) |
| Finished |
| RecordedDate |
| Consent | Whether participants agree to provide consent (1 = Yes) |
| P2\_Karma | Whether or not participants believe in karma  (1 = No, 2 = Yes) |
| P2\_God | Whether or not participants believe in Christianity  (1 = No, 2 = Yes) |
| Understand\_1 | These are understanding check questions that ensures that participants understood the trust game. These items are ‘forced response’ such that if they provided the wrong response, a message indicating the correct response was displayed. Participants then had to change their answer to the correct one before they could proceed. |
| Understand\_2 |
| Understand\_3 |
| Recip | Reciprocal Decision on the Trust Game (1=Reciprocate, 2=Betray) |
| Recip\_Time\_First Click | Timing variables for this round. |
| Recip\_Time\_Last Click |
| Recip\_Time\_Page Submit |
| Recip\_Time\_Click Count |
| Gender | Gender of participants (1=Male, 2=Female, 3=Other, 4=Prefer not to answer) |
| Gender\_3\_TEXT | Open-ended response for gender in case participants select ‘Other’. |
| Age | Willingness to provide age.  ‘2’ indicates ‘Prefer not to answer’. |
| Age\_1\_TEXT | Age of participant. |
| Religion | Participant’s religion (11-option) |
| Religion\_10\_TEXT | Open-ended response for religion. |
| MTurkCode | MTurk Completion Code for the participants. Used for paying participants. |
| Belief\_DO | Order in which the two belief questions (belief in karma, belief in Christianity) are presented to participants. |