Strategic Voting Game (SVG1)

Codebook

Contents

Part A: Person Data Set (SVG1-PersonData)

Note: This codebook reports and represents the variables collected with SVG1 program version 0.9.1 to 0.9.3 (in slightly modified order; see Part E for original order). Variable names in italic font indicate variables coded, added, and/or generated after data collection.

Settings and Conditions

id	***ID Number for Participants*** [consecutive number: 1-279]
computer	**Computer ID** [Name of computer]
day	**Date** [Date, month.day.year]
time1	**Start Time** [Time]
time2	**End Time** [Time]
version	**Program Version** Version 0.9.[X]
threshld	**Setting for Minimum Threshold** [vote threshold for seats, e.g. .1 = 10%]
delay	**Delay before Opening of Voting Booth** [Sec.]
interval	**Time Interval to Make Voting Decision** [Sec.]
setbonus	**Bonus Point(s) for Optimal Decisions** [Payoff Points, e.g. 1]
payconst	**Initial Endowment in Payoff Points** [Payoff Points, e.g. 20]
payfact	**Payoff Factor (Conversion Rate)** [Multiplicator, e.g. .3]
setpoll	**Setting for Poll Manipulation** [Probability of Poll shown, e.g. 80]
setsig	**Setting for Coalition Signal Manipulation** [Probability of Signal shown, e.g. 50]
setsincr	**Setting for Sincere (vs. Strategic & Random) Voting of Voter Agents** [Probability of Sincere Vote, e.g. 100]
setstrat	**Setting for Strategic (vs. Random) Voting of Voter Agents** [Probability of Strategic Vote, e.g. 100]
languag	**Language** 0 = English 1 = German

minidist **Minimum Party Distance**
[Minimum vertical and horizontal distance between two parties, e.g. 10]

source **Source of Games**
0 = Random
1 = Game File

total1 **Total Number of Random Games**
[1-200]

total2 **Total Number of Games in Game File**
[1-200]

Need for Cognition

Items:
1) I really enjoy a task that involves coming up with new solutions to problems. | Die Aufgabe, neue Lösungen für Probleme zu finden, macht mir wirklich Spaß.
2) I tend to set goals that can be accomplished only by expending considerable mental effort. | Ich setze mir eher solche Ziele, die nur mit erheblicher geistiger Anstrengung erreicht werden können.
3) I find it especially satisfying to complete an important task that required a lot of thinking and mental effort. | Ich finde es besonders befriedigend, eine bedeutende Aufgabe abzuschließen, die viel Denken und geistige Anstrengung erfordert hat.
*4) I prefer to think about small, daily projects to long-termed ones. | Ich denke lieber über kleine, alltägliche Vorhaben nach, als über langfristige.
*5) I would rather do something that requires little thought than something that is sure to challenge my thinking abilities. | Ich würde lieber etwas tun, das wenig Denken erfordert, als etwas, das mit Sicherheit meine Denkfähigkeit herausfordert.
*6) I find little satisfaction in deliberating hard and for long hours. | Ich finde wenig Befriedigung darin, angestrengt und stundenlang nachzudenken.
*7) I think primarily because I have to. | In erster Linie denke ich, weil ich muss.
*8) I don't like to have the responsibility of handling a situation that requires a lot of thinking. | Ich trage nicht gerne Verantwortung für eine Situation, die sehr viel Denken erfordert.
*9) Thinking is not my idea of fun. | Denken entspricht nicht dem, was ich unter Spaß verstehe.
10) I would prefer complex to simple problems. | Ich würde komplizierte Probleme einfachen Problemen vorziehen.
*11) Simply knowing the answer rather than understanding the reasons for the answer to a problem is fine with me. | Es genügt mir, einfach die Antwort zu kennen, ohne die Gründe für die Antwort eines Problems zu verstehen.
*12) It's enough for me that something gets the job done, I don't care how or why it works. | Es genügt, dass etwas funktioniert, mir ist es egal, wie oder warum.
* Agreement scale reversed

nfc ***Need for Cognition Scale***
Average of all 12 items (see below for response scale)
[0-4]

nfc1 – nfc12 **Agreement with Item**
0 = Completely disagree | Trifft überhaupt nicht zu
1 = Disagree Trifft eher nicht zu
2 = Uncertain | Teils / Teils
3 = Agree | Trifft eher zu
4 = Completely agree | Trifft voll und ganz zu

nfc1o – nfc12o **Order of Items**
1 – 12 (in randomized order of appearance)

Demographics

right **Right to Vote**
0 = No | Nein
1 = Yes | Ja

voting **Voter (Participation)**
0 = No | Nein
1 = Yes | Ja

sex **Sex of Participant**
0 = Female | Weiblich
1 = Male | Männlich

age **Age of Participant**
[last two digits of birth year]

major ***Major (Study Area)***
1 = Business | BWL
2 = Economics | VWL
3 = Technical/IT/Math | Technik/Informatik (inkl. Automatisierung, Mathe)
4 = Politics | Politik
5 = Social Sciences | SoWi (inkl. Psychologie, Soziologie, Geschichte)
6 = Humanities (Languages/Literature) | Split
7 = Law | Jura/Rechtswissenschaft
8 = Education | Erziehungswissenschaft/Wirtschaftspädagogik
9 = Misc | Sonstiges

majors **Major (Study Area)**
[Open-ended response]

explain1 **Explanation of Decision Strategy**
[Open-ended response]

explain2 **Usefulness of Information (Tools) for Decision Making**
[Open-ended response]

comments **Comments on Study**
[Open-ended response]

Political Knowledge

know ***Index of Political Knowledge***
0 – 14

know1 - know14 ***Indicators***
0 = incorrect, don't know | falsch, weiß nicht
1 = correct | richtig

know1s **Function Angela Merkel**
Chancellor, Chairwomen CDU | Bundeskanzlerin, Parteivorsitzende CDU

know2s **Function Hans-Jürgen Papier**
Chief Justice | Präsident Bundesverfassungsgericht

know3s **Function Franz Müntefering**
Labor Secretary, Vice Chancellor | Minister für Arbeit & Soziales, Vizekanzler

know4s **Function Claudia Roth**
Chairwomen of Greens, MP | Parteivorsitzende der Grünen, Abgeordnete

know5s	**Function José Manuel Barroso** President EU Commission | Präsident der EU-Komission
know6s	**Function Monika Harms** Attorney General | Generalbundesanwalt, Bundesstaatsanwalt
know7s	**Function Hillary Clinton** Senator, NY | Senatorin von New York
know8s	**Vice President USA** (Dick) Cheney
know9s	**First or Second Vote More Important** Second Vote | Zweitstimme
know10s	**Deutscher Aussenminister** (Frank-Walter) Steinmeier
know11s	**# EU Members** 25
know12s	**Opposition Parties** [3 parties:] FDP, Bündnis 90/Die Grünen, Die Linke.PDS/Linkspartei/WASG
know13s	**Law-Making Branch of Government** Legislative, Parliament | Legislative, Bundestag

Summary Indicators for Games and Performance

test1	**Number of Correct Answers on Test of Rules** [4-6]
test2	**Number of Correct Answers on first Test of Rules** (Missing if test passed on first attempt) [0-3]
train	**Sum of Payoff Points in Training Games** [Payoff Points]
paypoints	**Payoff Points (including initial endowment)** [Points]
euros	**Actual Cash Payoff** [Euros/€]
points	***Payoff Points (without initial endowment)*** [Points]
bonussum	***Number of Optimal Decisions*** [0-25]
duration	***Duration of Study*** [Min.]
decision1	***Average Decision Time*** [Sec.]
decision2	***Total Decision Time*** [Min.]
polls	***Games with Poll Information (%)*** 0-100
signals	***Games with Coalition Signal (%)*** 0-100
signalse	***"Easy Election" Games with Optimal Coalition Signal (%)*** 0-100

signalsd	***"Difficult Election" Games with Suboptimal Coalition Signal (%)*** 0-100
	Variable Removed from Data Set
automat	**Setting for Automatic Adjustment of (Strategic) Voter Agent Behavior** 0 = Off 1 = On (Setting for Sincere = 100 - Cumulative Payoff Points)

Part B: Game Data Set (SVG1-GameData)

Note: This codebook reports and represents the variables collected with SVG1 program version 0.9.1 to 0.9.3 (in slightly modified order; see Part F for original order). Variable names in italic font indicate variables coded, added, and/or generated after data collection.

ID Information

Note: The ID information is duplicated for all 25 game rounds for each participant.

id — ***ID Number for Participants***
[consecutive number: 1-279]

computer — **Computer ID**
[Name of computer]

day — **Date**
[Date, month.day.year]

time1 — **Start Time**
[Time]

Game Round-Specific Information

round — **Game Round**
[1-25]

game — **Game ID**
[1-25]

vote — **Vote Decision**
0 = Abstention
1 = A
2 = B
3 = C
4 = D

gain — **Win/Loss in Payoff Points (without Bonus)**
[Points]

bonus — **Bonus Point for Optimal Decision**
0 = Not optimal decision
1 = Optimal Decision

payoff — ***Cumulative Payoff (Payoff Points, without endowment)***
[Points]

votetime — **Decision Time**
[5-90 Seconds]

tool1 — **Use of Distance Calculator**
0 = No
1 = Yes

tool2 — **Use of Party Distance Matrix**
0 = No
1 = Yes

pref **Preferred Party**
1 = A
2 = B
3 = C
4 = D

optpay **Absolute Payoff for Optimal Vote**
[Points]

votep1 – votep4 **Election Outcome (Number of Votes for each Party)**
[Number of Votes]

govern1 **Government (Given Baseline/Preferred Party Vote)**
govern2 **Government (Given Actual Party Vote)**
0 = A
1 = B
2 = C
3 = D
4 = A-B
5 = A-C
6 = A-D
7 = B-C
8 = B-D
9 = C-D
10 = A-B-C
11 = A-B-D
12 = A-C-D
13 = B-C-D

poll **Poll Manipulation**
0 = Poll not shown
1 = Poll shown

pollp1 – pollp4 **Poll Information (Number of voters who prefer each party)**
[Number of Voters]

signal **Coalition Signal Manipulation**
0 = Signal not shown
1 = Signal shown

signalc **Coalition Signal Information**
1 = A and B
2 = A and C
3 = A and D
4 = B and C
5 = B and D
6 = C and D

gtype ***Difficulty of Election***
0 = “Easy Election” Game (with optimal coalition signal)
1 = “Difficult Election” Game (with suboptimal coalition)

distp1 – distp4 **Distance of Voter to each Party**
[Points]

optvote **List of Optimal Vote Decisions**
Single additive numerical indicator representing all optimal vote decisions, based on the following values:
10000 = A
2000 = B
300 = C
40 = D
5 = Abstention

payab **Absolute Payoff for Abstention**
payp1 – payp4 **Absolute Payoffs for Party Votes**
[Points]

p[1-4]x, p[1-4]y **Coordinates of Parties (horizontal and vertical)**
[1-100] Points

v[1-15]x, v[1-15]y **Coordinates of Voters (horizontal and vertical)**
[1-100] Points

v1p - v15p **Preferred Parties of Voters**
1 = A
2 = B
3 = C
4 = D

v1v - v15v **Vote Decisions of Voters**
0 = Abstention
1 = A
2 = B
3 = C
4 = D

Participant-Specific Information

Note: This information is taken from the person data set and duplicated for all 25 game rounds for each participant.

nfc ***Need-for-Cognition Scale***
(see Person Data Set for details)
0 – 4

know ***Index of Political Knowledge***
(see Person Data Set for details)
0 – 14

right ***Right to Vote***
0 = No | Nein
1 = Yes | Ja

voting ***Voter (Participation)***
0 = No | Nein
1 = Yes | Ja

sex ***Sex of Respondent***
0 = Female | Weiblich
1 = Male | Männlich

age ***Age of Respondent***
[last two digits of birth year]

major	***Major (Study Area)*** 1 = Business | BWL 2 = Economics | VWL 3 = Technical | Technik/Informatik (inkl. Automatisierung, Mathe) 4 = Politics | Politik 5 = Social Sciences | SoWi (inkl. Psychologie, Soziologie, Geschichte) 6 = Humanities (Languages/Literature) | Split 7 = Law | Jura/Rechtswissenschaft 8 = Education | Erziehungswissenschaft/Wirtschaftspädagogik 9 = Misc | Sonstiges
payconst	***Initial Endowment in Payoff Points*** [Payoff Points, e.g. 20]

Variables Removed from Data Set

v1si - v15si	**Actual Voter Agent Behavior: Sincere (vs. Strategic & Random)** 0 = Insincere 1 = Sincere
v1st - v15st	**Actual Voter Agent Behavior: Strategic (vs. Random)** 0 = Random 1 = Strategic

Part C: Effective Thresholds

Turnout (Size of Electorate)	**Threshold (Percent)**			
	0 (1.0[1])	**10.0**	**17.5**	**25.0**
15	0.15	1.50	2.63	3.75
14	0.14	1.40	2.45	3.50
13	0.13	1.30	2.28	3.25
12	0.12	1.20	**2.10**	**3.00**
11	0.11	1.10	1.93	2.75
10	0.10	**1.00**	1.75	2.50
9	0.09	0.90	1.58	2.25
8	0.08	0.80	1.40	**2.00**
7	0.07	0.70	1.23	1.75
6	0.06	0.60	**1.05**	1.50
5	0.05	0.50	0.88	1.25
4	0.04	0.40	0.70	**1.00**
3	0.03	0.30	0.53	0.75
2	0.02	0.20	0.35	0.50
1	0.01	0.10	0.18	0.25

Note: Values represent the number of votes required to pass different thresholds for different turnout rates.
[1] Set to 1% for programming reasons.

Part D: Game File Documentation

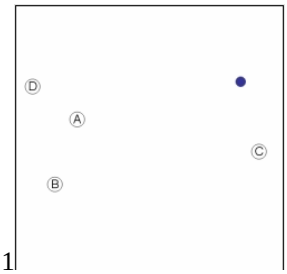
Number	Game Category[1] Optimal Decision (Other possible effects)	Signal[2]	Poll A	Poll B	Poll C	Poll D	Pref. Party	Opt. Party[3]	Abstention[4] Payoff w/out Bonus	Abstention[4] Coalition	Vote A[4] Payoff w/out Bonus	Vote A[4] Coalition	Vote B[4] Payoff w/out Bonus	Vote B[4] Coalition	Vote C[4] Payoff w/out Bonus	Vote C[4] Coalition	Vote D[4] Payoff w/out Bonus	Vote D[4] Coalition	Max. Win w/ Bonus	Max. Loss
1	Weighting	A-C	20	20	47	13	C	**A**	0.00	A-B-D	**1.04**	**A-B-D**	-0.76	A-B-D	0.00	A-B-D	-0.50	A-B-D	2.04	-0.76
2	Weighting (Coalition)	**A-B**	13	40	13	33	B	**A**	-3.93	A-B-C	**0.25**	**A-B**	0.00	A-B	-6.92	B-C	-3.93	A-B-C	1.25	-6.92
3	Weighting	**C-D**	7	20	47	27	C	**D**	0.05	C-D	0.05	C-D	0.05	C-D	0.00	C-D	**0.09**	**C-D**	1.09	0.00
4	Weighting	C-D	20	40	7	33	B	A	0.00	A-D	**2.41**	**A-D**	0.00	A-D	0.00	A-D	-1.51	A-D	3.41	-1.51
5	Coalition	A-D	33	27	20	20	D	C	3.20	A-C	-2.63	A-D	3.20	A-C	**4.67**	**A-C**	0.00	A-D	5.67	-2.63
6	Coalition (Weighting)	C-D	13	40	20	27	B	A	0.00	A-C-D	**0.70**	**A-C-D**	0.00	A-C-D	-1.31	C-D	-3.09	C-D	1.70	-3.09
7	Weighting (Coalition)	A-C	40	40	7	13	B	D	0.00	A-D	-0.73	A-D	0.00	A-D	-5.13	A-C	**2.04**	**A-D**	3.04	-5.13
8	Preference (Weighting)	A-B	33	7	27	33	C	C	-0.68	A-C	-1.12	A-C	-0.68	A-C	**0.00**	**A-C**	-0.68	A-C	1.00	-1.12
9	Coalition (Weighting)	**B-D**	20	27	33	20	A	**B**	0.00	C-D	0.00	C-D	**9.87**	**B-D**	-0.04	C-D	7.22	B-D	10.87	-0.04
10	Preference (Coalition)	**A-C**	33	20	20	27	C	**C**	-7.45	A-B	-1.91	A-C	-8.31	A-B	**0.00**	**A-C**	-7.45	A-B	1.00	-8.31
11	Preference (Weighting)	A-D	27	33	20	20	A	**A**	-3.17	A-B	**0.00**	**A-B**	-5.17	A-B	-3.17	A-B	-3.17	A-B	1.00	-5.17
12	Weighting	**B-D**	27	33	13	27	C	**B**	0.00	B-D	0.00	B-D	**1.24**	**B-D**	0.00	B-D	-1.55	B-D	2.24	-1.55
13	Weighting	**B-D**	40	20	7	33	A	**B**	0.00	B-D	0.00	B-D	**0.77**	**B-D**	0.00	B-D	-0.47	B-D	1.77	-0.47
14	Weighting	**A-C**	27	27	27	20	D	**A**	0.00	A-C	**1.41**	**A-C**	0.00	A-C	-1.44	A-C	0.00	A-C	2.41	-1.44
15	Weighting	A-C	33	20	13	33	A	D	0.00	B-D	0.00	B-D	-2.51	B-D	0.00	B-D	**1.50**	**B-D**	2.50	-2.51
16	Weighting (Coalition)	A-C	33	47	13	7	A	**C**	-4.13	B	0.00	B-C	-4.13	B	**1.39**	**B-C**	0.00	B-C	2.39	-4.13
17	Weighting	A-B	33	13	33	20	B	C	0.00	C-D	0.00	C-D	0.00	C-D	**1.84**	**C-D**	-3.10	C-D	2.84	-3.10
18	Weighting (Coalition)	**B-D**	20	13	20	47	A	**B**	0.00	B-D	0.00	B-D	**1.63**	**B-D**	0.00	B-D	-4.75	D	2.63	-4.75
19	Weighting	A-D	7	33	20	40	D	B	0.00	B-C	0.00	B-C	**0.48**	**B-C**	-0.93	B-C	0.00	B-C	1.48	-0.93
20	Weighting	**C-D**	27	13	40	20	B	**C**	0.00	C-D	0.00	C-D	0.00	C-D	**1.01**	**C-D**	-2.03	C-D	2.01	-2.03
21	Weighting (Coalition)	A-D	13	47	13	27	D	C	0.00	B-C	0.00	B-C	-2.41	B	**0.14**	**B-C**	0.00	B-C	1.14	-2.41
22	Weighting	C-D	33	27	27	13	D	B	0.00	A-B	-1.74	A-B	**2.17**	**A-B**	0.00	A-B	0.00	A-B	3.17	-1.74
23	Preference (Coalition)	A-B	33	13	27	27	D	--/D	**0.00**	**A-C**	-2.15	A-B	-3.94	A-B	-0.53	A-C	**0.00**	**A-C**	1.00	-3.94
24	Coalition (Weighting)	C-D	33	13	27	27	D	--/B	**8.76**	**A-D**	7.72	A-D	**8.76**	**A-D**	-1.98	C-D	0.00	C-D	9.76	-1.98
25	Preference (Coalition, Weighting)	**B-D**	33	33	13	20	B	**B**	-5.00	B-C-D	-5.00	B-C-D	**0.00**	**B-D**	-6.58	B-C-D	-1.32	B-D	1.00	-6.58
																		Totals:	68.41	-72.24

[1] Indicates what kind of decision is required to cast an optimal ballot (compared to a baseline/preferred party vote):
Preference = Vote for preferred party, *Coalition* = Change of coalition (coalition parties), *Weighting* = Weighting of parties within existing coalition

[2] Highlighted Cells: Coalition Signal = Optimal Coalition

[3] Highlighted Cells: Coalition Signal includes Optimal Party

[4] Highlighted Cells: Optimal Decisions



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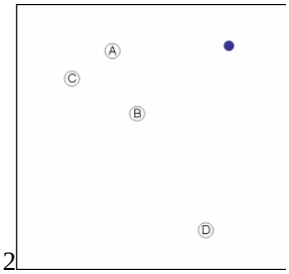

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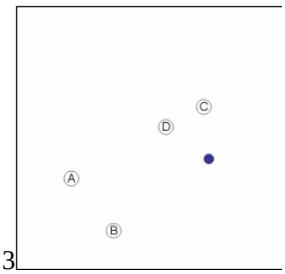

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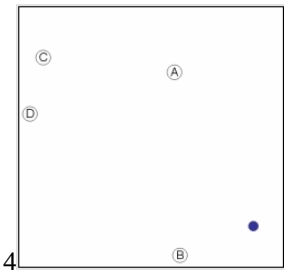

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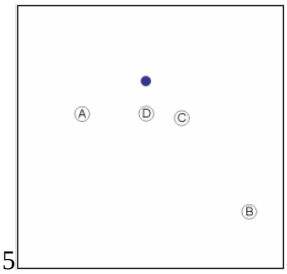

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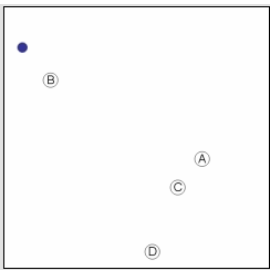

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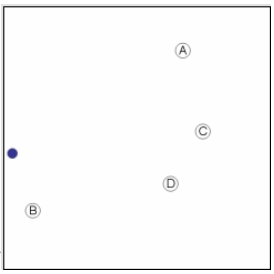

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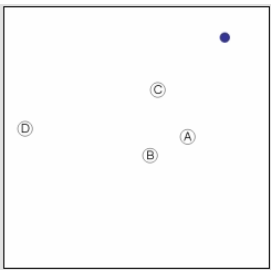

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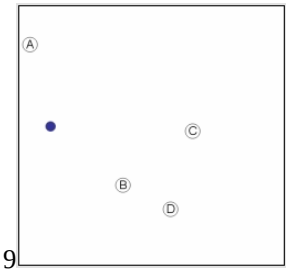

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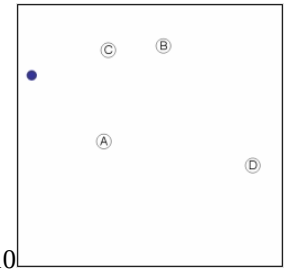

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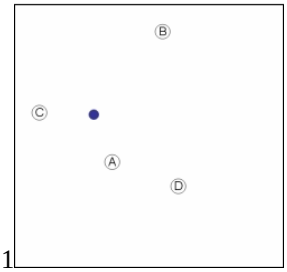

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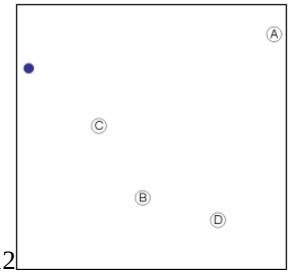

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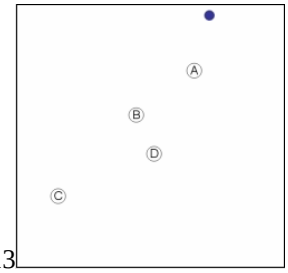
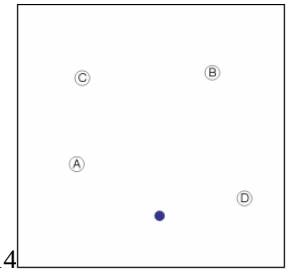
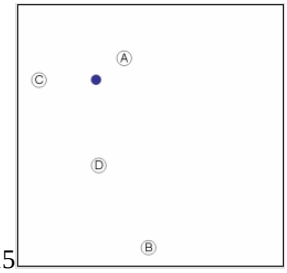


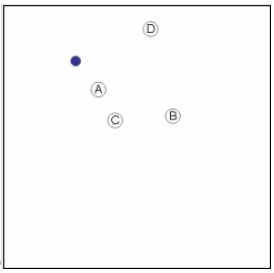
13



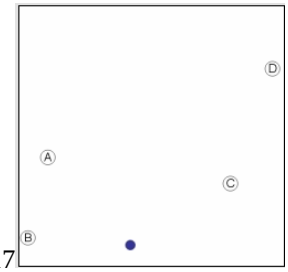
14



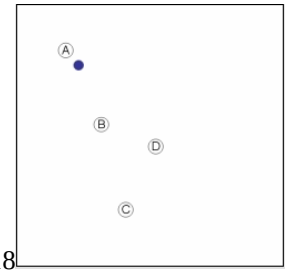
15



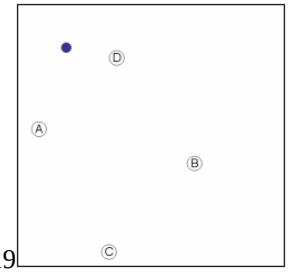
16



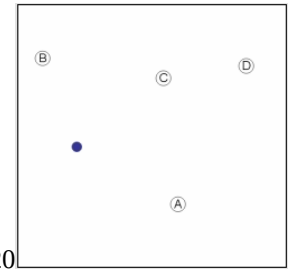
17



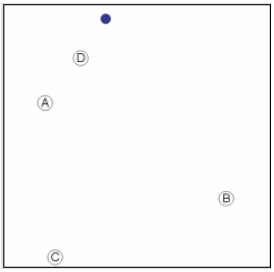
18



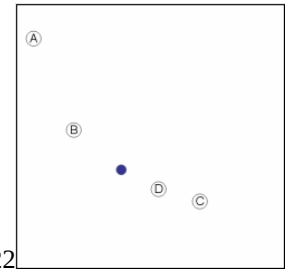
19



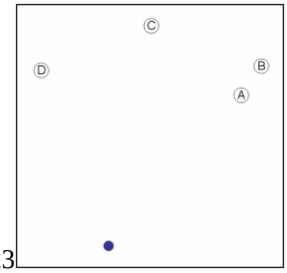
20



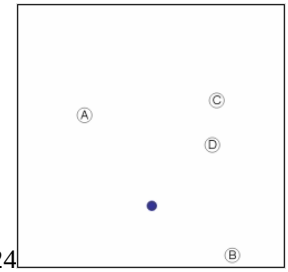
21



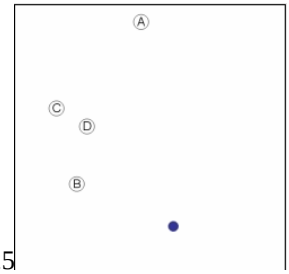
22



23



24



25

Part E: Person Data Set Raw Data (SVG1)

Note: Data is written in a simple text file. The data for each participant is distributed over 10 consecutive lines. Variables are separated by the following symbol: @. Order of variables in Part A & B of codebook differs from raw data file.

No.	Variable Name	Format	Description
1	computer	String 15	Computer ID
2	day	String 8 [mm.dd.yy]	Date
3	time1	Time [hh:mm:ss]	Start Time
4	version	String 13	Program Version
5	threshld	F8.3	Setting for Minimum Threshold
6	delay	F8.0	Delay before Opening of Voting Booth
7	interval	F8.0	Time Interval to Make Voting Decision
8	setbonus	F8.2	Bonus Point(s) for Optimal Decisions
9	payconst	F8.2	Initial Endowment in Payoff Points
10	payfact	F8.2	Payoff Factor (Conversion Rate)
11	setpoll	F8.0	Setting for Poll Manipulation
12	setsig	F8.0	Setting for Coalition Signal Manipulation
13	setsincr	F8.0	Setting for Sincere (vs. Strat. & Rand.) Voting of Voter Agents
14	setstrat	F8.0	Setting for Strategic (vs. Rand.) Voting of Voter Agents
15	languag	F8.0	Language
16	minidist	F8.0	Minimum Party Distance
17	automat	F8.0	Setting for Automatic Adjustment of Voter Agent Behavior
18	source	F8.0	Source of Games
19	total1	F8.0	Total Number of Random Games
20	total2	F8.0	Total Number of Games in Game File
21-32	nfc1-nfc12	F8.0	Need for Cognition Scale Items (Agreement)
33-44	nfc1o-nfc12o	F8.0	Need for Cognition Scale Items (Order)
45	test1	F8.0	Number of Correct Answers on Test of Rules
46	test2	F8.0	Number of Correct Answers on first Test of Rules
47	train	F10.6	Sum of Payoff Points in Training Games
48	right	F8.0	Right to Vote
49	voting	F8.0	Voter (Participation)
50	sex	F8.0	Sex of Participant
51	age	F8.0	Age of Participant
52	majors	String 100	Major (Study Area)
53	explain1	String 250	Explanation of Decision Strategy
54	explain2	String 250	Usefulness of Information (Tools) for Decision Making
55-67	know1s-know13s	String 100	Political Knowledge Items
68	comments	String 250	Comments on Study
69	time2	Time [hh:mm:ss]	End Time
70	paypoints	F8.2	Payoff Points (including initial endowment)
71	euros	F8.2	Actual Payoff
72	dummy	A5	[for diagnostic purposes only]

Example SPSS syntax

```
GET DATA  /TYPE = TXT
 /FILE = 'SVG1-PersonData.txt'
 /DELCASE = VARIABLES 72 /DELIMITERS = "@" /ARRANGEMENT = DELIMITED /FIRSTCASE = 1
 /IMPORTCASE = ALL /VARIABLES =
 computer A15 day A8 time1 TIME11.2 version A13
 threshld F8.3 delay F8.0 interval F8.0 setbonus F8.2 payconst F8.2 payfact F8.2
 setpoll F8.0 setsig F8.0 setsincr F8.0 setstrat F8.0
 languag F8.0 minidist F8.0 automat F8.0 source F8.0 total1 F8.0 total2 F8.0
 nfc1 F8.0 nfc2 F8.0 nfc3 F8.0 nfc4 F8.0 nfc5 F8.0 nfc6 F8.0
 nfc7 F8.0 nfc8 F8.0 nfc9 F8.0 nfc10 F8.0 nfc11 F8.0 nfc12 F8.0
 nfc1o F8.0 nfc2o F8.0 nfc3o F8.0 nfc4o F8.0 nfc5o F8.0 nfc6o F8.0
 nfc7o F8.0 nfc8o F8.0 nfc9o F8.0 nfc10o F8.0 nfc11o F8.0 nfc12o F8.0
 test1 F8.0 test2 F8.0 train F10.6 right F8.0 voting F8.0 sex F8.0 age F8.0 majors A100
 explain1 A250 explain2 A250
 Know1s A100 Know2s A100 Know3s A100 Know4s A100 Know5s A100 Know6s A100 Know7s A100
 Know8s A100 Know9s A100 Know10s A100 Know11s A100 Know12s A100 Know13s A100
 comments A250 time2 TIME11.2 paypoints F8.2 euros F8.2 dummy A5 .
EXECUTE .
```

Part F: Game Data Set Raw Data (SVG1)

Note: Data is written in a simple text file. Each line represents one game round. Variables are separated by the following symbol: @. Order of variables in Part A & B of codebook differs from raw data file.

No.	Variable	Format	Description
1	computer	String 15	Computer ID
2	day	String 8 [mm.dd.yy]	Date
3	time1	Time [hh:mm:ss]	Start Time
4	round	F8.0	Game Round
5	game	F8.0	Game ID
6	vote	F8.0	Vote Decision
7	gain	F10.6	Win/Loss in Payoff Points (without Bonus)
8	bonus	F8.2	Bonus Point for Optimal Decision
9	payoff	F10.6	Cumulative Payoff Points (with endowment)
10	votetime	F8.2	Decision Time
11	tool1	F8.0	Use of Party Distances Tool
12	tool2	F8.0	Use of Distance Calculator
13	pref	F8.0	Preferred Party
14	optpay	F10.6	Absolute Payoff for Optimal Vote
15-18	votep1-votep4	F8.0	Election Outcome (N of Votes for each Party)
19	stalemat	F8.0	Stalemate during Government Formation
20	govern1	F8.0	Government (Given Preferred Party Vote)
21	govern2	F8.0	Government (Given Actual Party Vote)
22	poll	F8.0	Poll Manipulation
23-26	pollp1-pollp4	F8.0	Poll Information (N of voters for each party)
27	signal	F8.0	Coalition Signal Manipulation
28	signalc	F8.0	Coalition Signal Information
29-32	distp1-distp4	F8.2	Distance of Voter to each Party
33	optvote	F8.0	List of Optimal Vote Decisions
34	payab	F10.6	Absolute Payoff for Abstention
35-38	payp1-payp4	F10.6	Absolute Payoffs for Party Votes
39-46	p1x,p1y-p4x,p4y	F8.0	Coordinates of Parties
47-76	v1x,v1y-v15x,v15y	F8.0	Coordinates of Voters
77-91	v1p-v15p	F8.0	Preferred Parties of Voters
92-106	v1v-v15v	F8.0	Vote Decisions of Voters
107-120	v2si-v15si	F8.0	Actual Voter Agent Behavior: Sincere (vs. Strat. & Rand.)
121-134	v2st-v15st	F8.0	Actual Voter Agent Behavior: Strategic (vs. Random)

Example SPSS syntax

```
GET DATA  /TYPE = TXT
 /FILE = 'SVG1-GameData.txt'
 /DELCASE = VARIABLES 134 /DELIMITERS = "@" /ARRANGEMENT = DELIMITED /FIRSTCASE = 1
 /IMPORTCASE = ALL /VARIABLES =
 computer A15 day A8 time1 TIME11.2 round F8.0 game F8.0 vote F8.0 gain F10.6 bonus F8.2
 payoff F10.6 votetime F8.2 tool2 F8.0 tool1 F8.0 pref F8.0 optpay F10.6
 votep1 F8.0 votep2 F8.0 votep3 F8.0 votep4 F8.0 stalemat F8.0 govern1 F8.0 govern2 F8.0
 poll F8.0 pollp1 F8.0 pollp2 F8.0 pollp3 F8.0 pollp4 F8.0 signal F8.0 signalc F8.0
 distp1 F8.2 distp2 F8.2 distp3 F8.2 distp4 F8.2 optvote F8.0
 payab F10.6 payp1 F10.6 payp2 F10.6 payp3 F10.6 payp4 F10.6
 p1x F8.0 p1y F8.0 p2x F8.0 p2y F8.0 p3x F8.0 p3y F8.0 p4x F8.0 p4y F8.0
 v1x F8.0 v1y F8.0 v2x F8.0 v2y F8.0 v3x F8.0 v3y F8.0 v4x F8.0 v4y F8.0
 v5x F8.0 v5y F8.0 v6x F8.0 v6y F8.0
 v7x F8.0 v7y F8.0 v8x F8.0 v8y F8.0 v9x F8.0 v9y F8.0 v10x F8.0 v10y F8.0
 v11x F8.0 v11y F8.0 v12x F8.0 v12y F8.0
 v13x F8.0 v13y F8.0 v14x F8.0 v14y F8.0 v15x F8.0 v15y F8.0
 v1p F8.0 v2p F8.0 v3p F8.0 v4p F8.0 v5p F8.0 v6p F8.0 v7p F8.0 v8p F8.0 v9p F8.0
 v10p F8.0 v11p F8.0 v12p F8.0 v13p F8.0 v14p F8.0 v15p F8.0
 v1v F8.0 v2v F8.0 v3v F8.0 v4v F8.0 v5v F8.0 v6v F8.0 v7v F8.0 v8v F8.0 v9v F8.0
 v10v F8.0 v11v F8.0 v12v F8.0 v13v F8.0 v14v F8.0 v15v F8.0
 v2si F8.0 v3si F8.0 v4si F8.0 v5si F8.0 v6si F8.0 v7si F8.0 v8si F8.0 v9si F8.0
 v10si F8.0 v11si F8.0 v12si F8.0 v13si F8.0 v14si F8.0 v15si F8.0
 v2st F8.0 v3st F8.0 v4st F8.0 v5st F8.0 v6st F8.0 v7st F8.0 v8st F8.0 v9st F8.0
 v10st F8.0 v11st F8.0 v12st F8.0 v13st F8.0 v14st F8.0 v15st F8.0 .
EXECUTE .
```

Part G: Simulation Data Sets Raw Data (SVG1)

Note: Data is written as a simple text file. Each line represents one simulation round. Variables are separated by (at least one) blank character.

Number	Variable
01-35	**Basic Settings**
01	Round
02-09	Party Location (x & y for 4 Parties)
10-39	Voter Location (x & y 15 Voters)
40-54	Preferred Party (15 Voters)
55-76	**Baseline Vote**
55-58	Party Vote Counts
59	Government Party/Parties
60-61	Government Location (x & y)
62-76	Party Vote Payoff (15 Voters)
77-211	**Simulation Assuming Sincere Electorate**
77-81	Payoff Abstain, A, B, C, & D Vote (Voter 1)
82-86	Payoff Abstain, A, B, C, & D Vote (Voter 2)
87-151	… (Voters 3-15)
152-166	Optimal Vote (15 Voters)
167-181	Optimal Vote Payoff (15 Voters)
182-196	Strategic Vote Indicator (15 Voters)
197-211	Payoff Gain for Strategic Voters (15 Voters)
212-220	**Simulation Assuming Strategic Electorate**
212-216	Payoff Abstain, A, B, C, & D Vote (Voter 1)
217	Optimal Vote (Voter 1)
218	Optimal Vote Payoff (Voter 1)
219	Strategic Vote Indicator (Voter 1)
220	Payoff Gain for Strategic Voter (Voter 1)
221-222	**Government (Optimal Vote, Voter 1)**
221	Government (Sincere Electorate)
222	Government (Strategic Electorate)

Part H: Software Code Documentation (SVG1)

Note: Documentation includes only the most important variables.

Program Setting Variables

DataNetwork
0 = No
1 = Yes

NetworkInifile
0 = No
1 = Yes

NetworkStimulus
0 = No
1 = Yes

NetworkWrite
0 = No
1 = Yes

DataLocal
0 = No
1 = Yes

LocalInifile
0 = No
1 = Yes

LocalStimulus
0 = No
1 = Yes

LocalWrite
0 = No
1 = Yes

DataLocation
1 = Network
2 = Local

LabCondition
0 = Manual Mode
1 = Automatic Program Start

Game(Locations, Number)
Locations
0 = Game Number
1-8 = Location of Parties (Left, Top)
9-23 = Location of Voters (Left, Top)
Number
1-200

GameSource
0 = Random Games
1 = Games from game file

GameTotal
Number of Games loaded

GameLoaded
0 = No game file loaded
1 = Game file loaded

GameMode
0 = Playground Mode (all visible)
1 = Tutorial Mode
2 = Individual Game Mode

Tutorial
0 = Tutorial Game not completed
(Game in Training Mode)
1 = Tutorial Game completed

Game Variables

Party(PartyID, Measure)
PartyID
0 = A
1 = B
2 = C
3 = D
Measure
0 = Left Position (horizontal axis)
1 = Top Position (vertical axis)

Voter(VoterID, Measure)
VoterID
0-14
Measure
0 = Left Position (horizontal axis)
1 = Top Position (vertical axis)
2 = Baseline Party Vote (closest party)
3 = (Current) Party Vote
4 = Baseline Payoff
5 = (Current) Party Vote Payoff
6 = Optimal Vote 1 (Sincere Electorate)
7 = Payoff Optimal Vote 1
8 = Strategic Voter Indicator 1
9 = Payoff Gain for Strategic Vote 1
10 = Optimal Vote 2 (Strat. Electorate)
11 = Payoff Optimal Vote 2
12 = Strategic Voter Indicator 2
13 = Payoff Gain for Strategic Vote 2
14 = Optimal Vote 3 (Current Electorate)
15 = Payoff Optimal Vote 3
16 = Strategic Voter Indicator 3
17 = Payoff Gain for Strategic Vote 3
18 = Distance to Party A
19 = Distance to Party B
20 = Distance to Party C
21 = Distance to Party D
22 = Optimal Vote List 1
23 = Optimal Vote List 2
24 = Optimal Vote List 3
25 = Government (Baseline Vote)
26 = Gov. (Opt. Vote, Sin. Electorate)
27 = Gov. (Opt. Vote, Strat. Electorate)

Vote(Measure, Party)
Measure
0 = Vote Count
1 = Vote Count above Threshold
2 = Percentage of Seats
3 = Vote Count with 0 = 1
Party
0 = A
1 = B
2 = C
3 = D

Government(ID, Measure)
GovernmentID
0 = A
1 = B
2 = C
3 = D
4 = A-B
5 = A-C
6 = A-D
7 = B-C
8 = B-D
9 = C-D
10 = A-B-C
11 = A-B-D
12 = A-C-D
13 = B-C-D
Measure
0 = Left Position (horizontal axis)
1 = Top Position (vertical axis)
2 = Seat shares
3 = Policy Distances

Winner(Measure)
0 = Left Position (horizontal axis)
1 = Top Position (vertical axis)
2 = GovernmentID (see above)

CollectPayoffs(VoterID, VotePayoffs)
VoterID
0-14
VotePayoffs
0 = Payoff Abstain (Sincere Electorate)
1 = Payoff Vote A (Sincere Electorate)
2 = Payoff Vote B (Sincere Electorate)
3 = Payoff Vote C (Sincere Electorate)
4 = Payoff Vote D (Sincere Electorate)
5 = Payoff Abstain (Strategic Electorate)
6 = Payoff Vote A (Strategic Electorate)
7 = Payoff Vote B (Strategic Electorate)
8 = Payoff Vote C (Strategic Electorate)
9 = Payoff Vote D (Strategic Electorate)
10 = Payoff Abstain (Current Electorate)
11 = Payoff Vote A (Current Electorate)
12 = Payoff Vote B (Current Electorate)
13 = Payoff Vote C (Current Electorate)
14 = Payoff Vote D (Current Electorate)

CollectWinners(VoterID, VoteGovernmentID)
VoterID
0-14
VoteGovernmentID
0 = Gov. Abstain (Sincere Electorate)
1 = Gov. Vote A (Sincere Electorate)
2 = Gov. Vote B (Sincere Electorate)
3 = Gov. Vote C (Sincere Electorate)
4 = Gov. Vote D (Sincere Electorate)
5 = Gov. Abstain (Strategic Electorate)
6 = Gov. Vote A (Strategic Electorate)
7 = Gov. Vote B (Strategic Electorate)
8 = Gov. Vote C (Strategic Electorate)
9 = Gov. Vote D (Strategic Electorate)
10 = Gov. Abstain (Current Electorate)
11 = Gov. Vote A (Current Electorate)
12 = Gov. Vote B (Current Electorate)
13 = Gov. Vote C (Current Electorate)
14 = Gov. Vote D (Current Electorate)

PollA
PollB
PollC

PollD
Number of Voters

CoalitionSignal
1 = A und B
2 = A und C
3 = A und D
4 = B und C
5 = B und D
6 = C und D

Simulation Variables

ResultSet(Counts)
0 = Parliament: 1 Party with Seats
1 = Parliament: 2 Parties with Seats
2 = Parliament: 3 Parties with Seats
3 = Parliament: 4 Parties with Seats
4 = (Parliament: Average Number of Parties)
5 = Government: 1 Party
6 = Government: 2 Party Coalition
7 = Government: 3 Party Coalition
8 = Strategic Voters (Sincere Electorate)
9 = Strategic Abstention (Sincere Electorate)
10 = Strategic Voters (Strategic Electorate)
11 = Strategic Abstention (Strategic Electorate)
12 = Payoff Gain for SV (Sincere Electorate)
13 = Payoff Gain for SV (Strategic Electorate)
14 = Stalemate with two parties
15 = Stalemate with two coalitions
16 = Classic Strategic Voter (Sincere Electorate)
17 = Strategic Coalition Voter (Sincere Electorate)
18 = Classic Strategic Voter (Strat. Electorate)
19 = Strategic Coalition Voter (Strat. Electorate)
20 = Small Party (Baseline)
21 = Small Party (Optimal Vote)
22 = Relative Distance (Rank 1)
23 = Relative Distance (Rank 2)
24 = Relative Distance (Rank 3)
25 = Relative Distance (Rank 4)
26 = Isolated Party (Baseline)
27 = Isolated Party (Optimal Vote)