What is this document?

This document accompanies the *Hinvest\_AE\_investment* dataset. The purpose of this document is to provide legends for the codes used in the dataset to allow the User to better understand the dataset.

Important information

To begin it is important to know that there are four stock market games (or simulations) abbreviation to “Sx” where “x” refers to the game thus (for details on what the individual simulations look like see our paper):

* S1 = n-shaped trend
* S2 = u-shaped trend
* S3 = upward trend
* S4 = downward trend

Furthermore, there are ten trials within each game which are labelled as “Tx” where “x” is the trial number.

For example, the variable labelled “Stock\_amount\_S2\_T4” refers to the amount of stocks the participant held in trial 4 of game 2.

Key to Labels

* Age: age in years
* Gender: Male(1); female (2)
* Nationality: European(1); North American(2); Central/South American(3); Asian(4); African(5); Australasian(6); other(7)
* Ethnicity: White(1); Afro-Caribbean(2); Indian(3); Pakistani(4); Bangladeshi(5); Chinese(6); Japanese(7); South-East Asian(8); Other Asian(9); Native American(10); Hispanic American(11); Polynesian(12); other(13)
* Played\_stock\_market: Participants were asked “Have you played the stock market before”: no(1); yes(2)
* Played\_in\_years: Participants were asked “How many years have you played the stock market?” This question was only applicable to participants who answered “yes” to the above question.
* Played\_how\_often: Participants were asked “How often do you play the stock market?”: daily(1); not daily, but several times per week(2); not weekly, but several times per month(3); not monthly, but several times per year(4)
* Stock\_amount\_Sx\_Tx = the amount of stocks the participant held within a particular trial of a particular game
* Total\_money\_Sx\_Tx = the amount of money the participant had overall within a particular trial of a particular game
* Money\_in\_stocks\_Sx\_Tx = the amount of money the participant had invested in the share within a particular trial of a particular game
* PANAS codes: The PANAS was given at five times; at the start of the experiment (PANAS\_initial\_*PANAS adjective*) and after each game (PANAS\_S1\_ *PANAS adjective* etc.). Note that the “S” refers to the game and not the order. For example, S1 could be fourth on the order that the games were presented (order was counterbalanced across the sample).
* Stock\_fluctuation\_Sx\_Tx = compared to the previous trial did the share price decrease(1) or increase (2)
* Mean\_return\_Sx\_Tx = return in terms of overall wealth in current trial based on difference between current trial and previous trial
* Overall\_mean\_return\_percentage = % increase or decrease in returns when the participant has finished the game compared to the endowment in trial 1
* Total\_return\_Sx = overall return at the end of trial 10 compared to initial endowment in trial 1
* Overall\_total\_return = overall return calculated over all four games
* Residual\_PANAS\_Sx\_positive/negative = residual PANAS calculated by ([PANAS\_initial]-[PANAS\_Sx])