

## Expectations of Reciprocity in Dilemmas of Trust - Codebook

### Study 1 (exp1data.csv)

id: participant identifier

condition: experimental condition (subjective expectations, salient expectations, or objective expectations)

trust: decision in the trust game [1 = trust; 0 = distrust]

probability: expectations of reciprocity, either self-generated (in the subjective and salient conditions) or given explicitly (in the objective condition); scaled to range from 0 to 1

subjectiveExpect: dummy variable for the subjective expectations condition

objectiveExpect: dummy variable for the objective expectations condition

### Study 2 (exp2data.csv)

id: participant identifier

choice: trust / risk-taking decision (1 = yes; 0 = no)

probability: the given probability of reciprocity / winning the risky gamble; centered to range from -.5 to +.5

condition: participants were assigned to the individual risk-taking (-.5) or trust game (+.5) condition

ambiguity: participants were assigned to the low ambiguity (-.5) or high ambiguity (+.5) condition