

Coding sheet for

How sequentially changing reward prospect modulates meta-control: Increasing reward prospect promotes cognitive flexibility

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Folder contains raw data files for Experiment 1 (RawData_E1.txt), 2 (RawData_E2.txt), and 3 (RawData_E3).

Variables in raw data files for Experiments 1 and 2:

- Subject: participant ID
- Modus: phase in the experiment – Practice or blank = single task and task switching practice blocks; Baseline = baseline block without reward manipulation (used for individual threshold determination); Test = reward phase
- Target.ACC: accuracy – 1 = correct response; 0 = error
- Target.RT: reaction time in ms
- Task: relevant task in a given trial – Experiment 1: Zahlen = numbers, Buchstaben = letters, Gestalt = symbols; Experiment 2: Form = shapes, Schrift = characters, Gestalt = symbols
- TrialNr: current trial number in a given block
- TS: task transition – 1 = repetition; 2 = switch; 0 = first trial in a block
- RewN: reward in Trial N – 1 = low reward; 2 = high reward
- RSeq: reward sequence – 1 = remain low; 2 = increase; 3 = remain high; 4 = decrease; 0 = first trial in a block

Variables in raw data file for Experiment 3:

- Subject: participant ID
- Modus: phase in the experiment – Practice or blank = single task and task switching practice blocks; Baseline = baseline block without reward manipulation (used for individual threshold determination); Test = reward phase
- RewN: reward in Trial N – 1 = low reward; 2 = high reward
- RSeq: reward sequence – 1 = remain low; 2 = increase; 3 = remain high; 4 = decrease; 0 = first trial in a block
- Choice.RT: reaction time to the task choice prompt in ms
- Target.ACC: target accuracy – 1 = correct response; 0 = error
- Target.RT: target reaction time in ms
- Task: relevant task in a given trial –Zahlen = numbers, Buchstaben = letters, Symbole = symbols
- Transition: task transition – r = repetition; s = switch; NaN = first trial in a block
- TrialNr: current trial number in a given block