Description of the dataset

Variable	Description
ID	Unique identification code for each study
authors	Name of author(s) per experiment
year	The year in which the article was published / in which the working paper was released
journal	Name of journal in which the article was published (NA for working papers)
condition	The specific experimental condition (with labels from respective article)
paradigm	Type of experimental paradigm (e.g. matrix task)
n	The number of participants
r.mean	The standardized report M_r
r.sd	The standard deviation of r.mean
m	The actual mean report
t	The expected report if participants were honest (e.g., 3.5 in a die-roll task with a six-sided die and one roll)
t.max	The maximum possible report (e.g., a 6 in a die-roll task with a six-sided die and one roll)
t.min	The minimum possible report (e.g., a 1 in a die-roll task with a six-sided die and one roll)
n.response.type	The (estimated) number of participants for calculating M_{liars}
liars	The (estimated) number of liars (where M_{liars} = liars / n.response.type)
male.n	The number of male participants
female.n	The number of female participants
male.r.mean	The standardized report for male participants, $M_{male\ r}$
female.r.mean	The standardized report for female participants, $M_{female\ r}$

male.r.sd	The standard deviation of male.r.mean
female.r.sd	The standard deviation of female.r.mean
male.n.response.type	The (estimated) number of male participants for calculating $M_{male\ liars}$
female.n.response.type	The (estimated) number of female participants for calculating $M_{female\ liars}$
male.liars	The (estimated) number of male liars (where $M_{male\ liars}$ = male.liars / male.n.response.type)
female.liars	The (estimated) number of female liars (where $M_{female\ liars}$ = female.liars / female.n.response.type)
setting.distance	Dummy variable indicating if the investigative setting was a telephone or an online study (TRUE := experiments conducted online or via telephone; FALSE := experiments conducted in lab or in field)
setting.field	Dummy variable indicating if the investigative setting was in the field (TRUE := field experiment; FALSE := experiments conducted in lab, online or via telephone)
normative.cue	Dummy variable indicating references to norms. The variable ranges between –1 (indicating that participants were informed that all other participants cheated) over 0 (indicating the absence of information on other participants and the absence of ethical reminders) to +1 (indicating the presence of an ethical reminder)
deception.explicit	Dummy variable indicating whether participants were intentionally misinformed about aspects of the experiment (TRUE := experimental deception; FALSE := no experimental deception)
participants.non.students	The percentage of non-students in the sample
participants.students.econ	The percentage of economics students in the sample
mturk	Dummy variable indicating if the experiment was conducted per Amazon's Mechanical Turk (TRUE := study was conducted on Mechanical Turk; FALSE := study was conducted elsewhere)
primary.data	Dummy variable indicating if authors provided us with their primary data (TRUE := primary available; FALSE := primary unavailable)

max.injury	Maximal externalities participants could inflict on other participants by behaving dishonestly (in 2015-US$). Negative values of max.injury indicate that other participants would earn from misreporting
max.gain	Maximal gain participants could earn from behaving dishonestly (in 2015-US$)
times	In die-roll tasks: the number of times a random number was generated (e.g., the number of times a die was rolled; note that additional rolls—e.g., to test if dies were fair—are not included in this measure). If participants were honest, rolling once (i.e., times := 1) would yield continuous uniform distributions of the reported score points. In matrix tasks: The total number of matrices that were to be solved (including matrices without a solution). In sender-receiver games: Number of options from which senders and receivers could choose.
uncertain	In sender-receiver games: Guaranteed implementation of the sender's choice (with TRUE := receivers could choose for or against the sender's recommendation; FALSE := receivers had no choice but to follow the sender's recommendation)
receiver.n	In sender-receiver games: The number of receivers.
receiver.follow	In sender-receiver games: The percentage of receivers following the sender's recommendation.
time.per.matrix	In matrix tasks: The time in minutes allotted per matrix
unsolvable.percent	In matrix tasks: The percentage of matrices without solution
max.pip.prob	In matrix tasks and in die-roll tasks: The percentage of participants eligible for the highest reward.
truth.stretchers	In die-roll tasks and in matrix tasks: The (estimated) number of truth-stretchers (M_{ts} = truth.stretchers / n.response.type)
max.liars	In die-roll tasks and in matrix tasks: The (estimated) number of maximal liars (M_{max} = max.liars / n.response.type)
comment	Specific comment on the coding of the experiment