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1 //Data Analysis for Cardinaels and Feichter 2021 - Additional Online Experiment
2 use "C:\Users\***\Forced Ratings Prolific Employees JAR Final.dta", clear
3
4
5 //generate AttentionCheck question (first two attention check questions were scored in SC0; the
6 last one still has to be created by coding item Process_9); two participants failed two out of
7 three attention checks --> we run the analysis without them
8
9 //Gender variable to 0 - Male, 1 - Female, 2 - other
10 replace Gender = Gender - 1
11
12 *****Table 6*****
13 //gen creativity Rating (based on the ratings of the 6 raters that showed good fit with the other
14 raters as discussed in the footnote) and ranked performance variable
15 alpha R1 R3 R4 R5 R6 R8, i
16 egen Creativity = rowmean(R1 R3 R4 R5 R6 R8)
17 gen Performance = 0
18 replace Performance = Sliders if CreativeTask==0
19 replace Performance = Creativity if CreativeTask==1
20 bysort CreativeTask: egen PerformanceRank = rank(Performance) if Attention>=2
21 //recode the ComputerMouse variable to 0 - no mouse; 1 - computer mouse
22 replace ComputerMouse = 2-ComputerMouse
23 //recode the internet variable as there was a problem with the coding in qualtrics that assigned
24 a value of 4 if they indicated 3, a 5 for 4, and... not for 1 and 2, there it worked out well
25 rename Q49 Internet
26 replace Internet = Internet-1 if Internet>=3&CreativeTask==1
27
28 //Panel A
29 table CreativeTask ForcedRating if Attention>=2, c(m Performance m PerformanceRa freq) row col f(%
30 5.1f)
31 //Panel B
32 reg PerformanceR ForcedRating i.Gender ComputerMouse if Attention>=2&CreativeTask==0
33 est store PerformanceSliders
34 reg PerformanceR ForcedRating i.Gender Internet if Attention>=2&CreativeTask==1
35 est store PerformanceCreative
36 suest PerformanceSliders PerformanceCreative
37 test [PerformanceSliders_mean]ForcedRating = [PerformanceCreative_mean]ForcedRating
38
39 *****Table 7*****
40 //create the stressor/process variable
41 alpha Process_3-Process_5 if Attention>=2, i
42 egen Stressor = rowmean(Process_3-Process_5)
43 //generate the Stress variables
44 su StressEvaluation_2, d
45 gen StressEvaluationMin = StressEvaluation_2-r(min)
46 //generate Engagement variable
47 alpha Engagement_1-Engagement_3 if Attention>=2, i
48 egen Engagement = rowmean(Engagement_1-Engagement_3)
49 su Engagement, d
50 gen EngagementMin = Engagement - r(min)
51 //generate interaction of Engagement and Stress variables
52 gen Eng_x_Stress = EngagementMin*StressEvaluationMin
53
54 //Panel A
55 reg Stressor ForcedRating i.Gender if Attention>=2&CreativeTask==0
56 est store Stressor1a
57 reg Stressor ForcedRating i.Gender if Attention>=2&CreativeTask==1
58 est store Stressor1b
59 suest Stressor1a Stressor1b
60 test [Stressor1a_mean]ForcedRating = [Stressor1b_mean]ForcedRating
61 reg StressEvaluationMin Stressor i.Gender if Attention>=2
62
63 //Panel B
64 reg PerformanceR StressEvaluationMin EngagementMin Eng_x_Stress i.Gender ComputerMouse if
65 Attention>=2&CreativeTask==0
66 est store H3Slider

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63  reg PerformanceR StressEvaluationMin EngagementMin Eng_x_Stress i.Gender Internet if Attention>=2&
    CreativeTask==1
64  est store H3Creative
65  suest H3Slider H3Creative
66  test [H3Slider_mean]Eng_x_Stress = [H3Creative_mean]Eng_x_Stress
```