**Readme file: The validity of simplifying gaming simulations**

**Introductory information**

This reamme file describes the data underlying the publication entitled: “The validity of simplifying gaming simulations”. The data show the development of the gaming simulation, which was developed as an instrument for experiential learning, reflective practices and data collection. The data also shows to which extent the simplifications of reality provide enough validity and reliability to extract tacit knowledge. The case this gaming simulation has been applied to is horticultural trade.

The data consists of five appendices, mentioned underneath. The data in each appendix will be shortly discussed.

Appendix A: Accountability of validity types and reliability

Appendix B: Prototype gaming simulation

Appendix C: Trading options in gaming simulation

Appendix D: Topics in-depth open interviews

Appendix E: Statistical results

Appendix A

This appendix contains one table that presents the different types of validity and reliability, which are applied in the gaming simulation. Each type of validity is based on literature which is mentioned in the first column with reference. After which the second column presents how this validity type is transferred into a research design element. Examples of these research design elements can be found in the corresponding references. The last column displays how the design elements are included in the current gaming simulation which is described in this article. The references that support this table are presented in a reference list.

Appendix B

This appendix shows how the different elements of a prototype gaming simulation. The specifics of five different scenario’s were displayed with pictures. Likewise six different events were displayed that affected the trading volume or the trading price. The effects of each event and the circumstances of this event can be found in a picture. Participants in this gaming simulation could choose from five different profiles for producers and four different profiles each for cooperatives, wholesalers and retailers. These elements were completed by deviations in the predictability of the yield that affected the traded volume. The references supporting these elements are presented in a reference list.

Appendix C

This appendix shows the layout of the gaming simulation, the available information for different profiles (cooperative/wholesaler) participants could choose and the options participants could choose in trading.

Appendix D

This appendix provides the structure that has been applied for conducting the in-depth open interviews. It starts with the introduction given to each interviewee, after which the interview questions / topics are given.

Appendix E

This appendix shows the results from the descriptive and inferential statistical analysis. Table 1 describes the frequencies of the answered questions for cooperatives and wholesalers. Table 2 provides the p-values of the Fishers’ exact test for each question asked outlined against each participants’ occupation and role in the gaming simulation. To estimate the possible presence of confounding in the residuals the adjusted and standardized residuals are analysed, which outcomes are presented in Table 3. Table 4 presents the outcome of Cramers’ V and the Uncertainty Coefficient used to express the strength of associations (Cramers’ V) and interconditional independence (Uncertainty Coefficient). This is followed by statistical results (Chi square value) from tests (Cochran’s and Mantel-Haenszel) for absence or presence of confounding variables, not included in the gaming simulation design.