**Dataset descriptions**

**Condition:** Game condition, depending on the implemented trust communication type

* B: Baseline
* OVE: Summary Visual Explanations
* RVE: Real-Time Visual Explanations
* OTE: Summary Textual
* RV: Real-Time Visual
* RTE: Real-Time Textual Explanations

**Age:** Participant’s age range

* 18-24
* 25-34
* 35-44
* 45-54
* 55-64
* 65 and over

**Region:** Region where the participant resides.

* Europe
* Asia
* Oceania
* North America
* South America
* Africa

**Gender:** Participant’s gender

* Woman
* Man
* Non-Binary
* Prefer not to say

**Education Level:** Highest level of education (student/graduate)

* PhD
* Master
* Bachelor
* HBO school
* High school

**CS Major:** If the participant majored in a Computer Science related field

* Yes
* No

**MATRX experience:** If the participant has experience with the MATRX software

* Yes
* No

**Gaming experience:** Amount of the participant’s gaming experience

* No experience at all
* Very little experience
* Some experience
* A lot of experience

**Operating System:** Which OS the researchers used for the experiments

* Macbook
* Windows

**Trust 1 - 8:** Questionnaire corresponding to natural trust.

* I am confident in RescueBot. I feel that it works well.
* The outputs (communication, decisions) of RescueBot are very predictable.
* The RescueBot is very reliable. I can count on it to be correct all the time.
* I feel safe that when I rely on RescueBot I will get the right result.
* RescueBot is efficient and works very quickly.
* I am wary of the RescueBot.
* The RescueBot can perform a task better than a novice human user.
* I like using the RescueBot's guidance for decision making.

*Note****:*** *Trust 6 (negative) must be inverted before data processing, as the question indicates distrust.*

**Satisfaction 1 - 7:** Questionnaire corresponding to overall satisfaction.

* From RescueBot’s explanations, I know how it works.
* The RescueBot’s explanations of how it works are satisfying.
* The RescueBot’s explanations of how it works have sufficient detail.
* The RescueBot’s explanations of how it works seem complete.
* The RescueBot’s explanations of how it works tell me how to use it.
* The RescueBot’s explanations of how it works are useful to my goals.
* The RescueBot’s explanations show me how accurate the system is.

**Open questions for the questionnaire (Optional):**

* What information would you have liked the RescueBot to provide but was missing?
* What did you like most about your collaboration with RescueBot?
* What did you like least about your collaboration with RescueBot?
* What do you think RescueBot thinks of you? How does that make you feel?

**Completeness:** Percentage of the game’s completeness (how many of the 6 victims were saved.)

**Score:** Score of the experiment (max 27).

**Ticks:** Gameplay time. For the summary conditions (SVE/ST), the time stopped when the summaries were shown.

**Agent actions:** Amount of actions the robot took (alone + joint), recorded using MATRX’s loggers.

**Human actions:** Amount of actions the player took (alone + joint), recorded using MATRX’s loggers.

**Joint actions:** Amount of joint actions the agent (RescueBot) and player took together, recorded using MATRX’s loggers.

**Human message:** Amount of messages sent by the player in the chat interface.

**Compliance:** Amount of times the player performed a joint task with the robot, when the robot proposed the task.

**Search Competence**: Score ranging from [-1, 1], showing how competent the player is regarding searching (as assessed by the robot)

**Victim Competence**: Score ranging from [-1, 1], showing how competent the player is regarding victims (as assessed by the robot)

**Obstacle Competence**: Score ranging from [-1, 1], showing how competent the player is regarding obstacles (as assessed by the robot)

**Search Willingness:** Score ranging from [-1, 1], showing how willing the player is regarding searching (as assessed by the robot)

**Victim Willingness**: Score ranging from [-1, 1], showing how willing the player is regarding victims (as assessed by the robot)

**Obstacle Willingness**: Score ranging from [-1, 1], showing how willing the player is regarding obstacles (as assessed by the robot)

**Search Confidence**: Score ranging from [-1, 1], showing how confident the agent is in its search trust beliefs.

**Obstacle Confidence:** Score ranging from [-1, 1], showing how confident the agent is in its obstacle trust beliefs.

**Victim Confidence**: Score ranging from [-1, 1], showing how confident the agent is in its obstacle trust beliefs.