

Semester	Timestamp	Indicate your level of agreement with the following statement: "Reef Survivor' is a fun board game."	Indicate your level of agreement with the following statement: "The game rules were easy to understand."	Indicate your level of agreement with the following statement: "I learned something from playing this game"	Indicate your level of agreement with the following statement: "My knowledge of reef communities and evolution has improved due to playing this game."	Indicate your level of agreement with the following statement: "The pre-lab assignment helped me strategize/ play the game."	Indicate your level of agreement with the following statement: "Strategizing for this game helped me learn the material."	Indicate your level of agreement with the following statement: "Competing against others helped me learn the material"	Indicate your level of agreement with the following statement: " Collaborating with my peers in the game helped me learn the material"	Indicate your level of agreement with the following statement: "I would play this game outside of lab for fun (e.g., at a friend/family game night)."	Was the game well balanced in terms of education and enjoyment?	Compared to a typical class or lab, how much do you think you learned?	How long did the game take to play (for your group)?
F 22	10/22/2021 12:17:36	Agree	Disagree	Agree	Strongly agree	Strongly agree	Strongly agree	Strongly agree	Agree	Agree	Abit too much science	About the same	More than 2.5 hours (>150 mins)
F 22	10/22/2021 12:21:23	Agree	Neutral	Agree	Agree	Strongly agree	Agree	Strongly agree	Agree	Agree	Perfect, I learned a lot and had fun	Abit less by playing the game	About two hours and 15 minutes (~135 mins)
F 22	10/22/2021 15:34:45	Agree	Neutral	Agree	Agree	Agree	Agree	Neutral	Agree	Strongly agree	Perfect, I learned a lot and had fun	About the same	About two and a half hours (~150 mins)
F 22	10/24/2021 15:15:29	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Abit too much science	Abit more by playing the game	More than 2.5 hours (>150 mins)
F 22	10/24/2021 17:19:21	Agree	Disagree	Neutral	Neutral	Strongly agree	Neutral	Neutral	Agree	Strongly agree	Perfect, I learned a lot and had fun	Abit less by playing the game	More than 2.5 hours (>150 mins)
F 22	10/24/2021 20:28:01	Agree	Neutral	Agree	Strongly agree	Agree	Agree	Disagree	Agree	Agree	Perfect, I learned a lot and had fun	Abit more by playing the game	About 2 hours (~120 mins)
F 22	10/25/2021 10:33:30	Neutral	Disagree	Neutral	Neutral	Disagree	Agree	Disagree	Strongly Agree	Neutral	Abit too much science	Abit more by playing the game	About 2 hours (~120 mins)
F 22	10/27/2021 2:01:26	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	Abit more by playing the game	About 2 hours (~120 mins)
F 22													
F 22													
F 22													
F 22													
F 22													
F 22	11/17/2021 10:07:40	Agree	Agree	Strongly Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Abit too much science	Abit more by playing the game	About 2 hours (~120 mins)

F 22	11/9/2021 16:58:03	Neutral	Agree	Agree	Agree	Neutral	Neutral	Neutral	Neutral	Disagree	Abit too much science	Abit less by playing the game	About an hour and 15 minutes (~75 mins)
F 22	11/9/2021 16:58:33	Agree	Neutral	Agree	Agree	Agree	Neutral	Agree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About two hours and 15 minutes (~135 mins)
F 22	11/9/2021 17:38:17	Strongly Agree	Strongly Agree	Strongly Agree	Strongly agree	Agree	Strongly agree	Agree	Strongly Agree	Agree	Abit more science would be good	Abit more by playing the game	About an hour and a half (~90 mins)
F 22	11/9/2021 19:14:48	Agree	Neutral	Strongly Agree	Strongly agree	Neutral	Neutral	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	Abit more by playing the game	About an hour and 45 minutes (~105 mins)
F 22	11/10/2021 8:29:04	Agree	Disagree	Agree	Neutral	Disagree	Agree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	Abit less by playing the game	About 2 hours (~120 mins)
F 22	11/11/2021 20:50:51	Agree	Neutral	Strongly Agree	Agree	Agree	Neutral	Neutral	Agree	Disagree	Abit more science would be good	About the same	About 2 hours (~120 mins)
F 22	11/14/2021 11:09:13	Strongly Agree	Strongly Agree	Agree	Agree	Neutral	Agree	Neutral	Agree	Strongly agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	11/15/2021 18:56:44	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	11/15/2021 19:41:45	Agree	Disagree	Agree	Agree	Disagree	Disagree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	Abit less by playing the game	About 2 hours (~120 mins)
F 22	11/16/2021 17:27:50	Neutral	Disagree	Agree	Agree	Disagree	Agree	Disagree	Agree	Disagree	Abit too much science	Abit more by playing the game	I do not remember, honestly. Over an hour for sure.
F 22	11/11/2021 2:04:24	Agree	Strongly Disagree	Strongly Agree	Neutral	Strongly agree	Strongly agree	Neutral	Strongly Agree	Agree	Abit more science would be good	Significantly less by playing the game	About two and a half hours (~150 mins)
F 22	11/11/2021 9:21:18	Agree	Disagree	Agree	Agree	Disagree	Neutral	Strongly disagree	Neutral	Neutral	Abit more science would be good	Abit less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
F 22	12/10/2021 12:42:25	Strongly Agree	Neutral	Agree	Agree	Strongly agree	Agree	Agree	Strongly Agree	Strongly agree	Abit more science would be good	About the same	About 2 hours (~120 mins)
F 22	12/10/2021 13:19:04	Neutral	Disagree	Agree	Agree	Agree	Agree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	Abit more by playing the game	More than 2.5 hours (>150 mins)
F 22	12/10/2021 14:11:18	Agree	Neutral	Neutral	Neutral	Agree	Neutral	Neutral	Neutral	Agree	Abit more science would be good	Abit less by playing the game	About two and a half hours (~150 mins)
F 22	12/10/2021 14:20:34	Agree	Agree	Strongly Agree	Strongly agree	Agree	Agree	Strongly agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	Significantly more by playing the game	About 2 hours (~120 mins)

F 22	12/10/2021 16:02:00	Agree	Agree	Strongly Agree	Strongly agree	Agree	Strongly agree	Neutral	Strongly Agree	Agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	About 2 hours (~120 mins)
F 22	12/10/2021 22:07:44	Agree	Agree	Agree	Agree	Strongly agree	Strongly agree	Agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	A bit more by playing the game	About two and a half hours (~150 mins)
F 22	12/12/2021 14:24:13	Agree	Neutral	Agree	Strongly agree	Strongly agree	Agree	Neutral	Agree	Agree	A bit too much science	About the same	About an hour and 45 minutes (~105 mins)
F 22	12/12/2021 16:45:22	Agree	Neutral	Neutral	Disagree	Disagree	Neutral	Disagree	Agree	Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	About two and a half hours (~150 mins)
F 22													
F 22	10/27/2021 20:33:15	Neutral	Disagree	Disagree	Disagree	Disagree	Neutral	Disagree	Disagree	Agree	A bit more science would be good	Significantly less by playing the game	About an hour and a half (~90 mins)
F 22	10/28/2021 0:35:05	Strongly Agree	Disagree	Strongly Agree	Agree	Agree	Agree	Neutral	Agree	Neutral	Not enough science	Significantly more by playing the game	About an hour (~60 mins)
F 22	12/15/2021 5:41:33	Agree	Strongly Disagree	Agree	Agree	Agree	Neutral	Agree	Agree	Strongly disagree	A bit too much science	About the same	About an hour and 15 minutes (~75 mins)
F 22													
F 22													
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F 22	10/16/2021 16:14:20	Agree	Neutral	Agree	Agree	Strongly agree	Agree	Neutral	Agree	Agree	A bit more science would be good	A bit less by playing the game	About an hour (~60 mins)
F 22	10/18/2021 12:16:19	Agree	Disagree	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	10/18/2021 20:23:08	Strongly Agree	Neutral	Agree	Agree	Neutral	Strongly agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About two hours and 15 minutes (~135 mins)

F 22	10/18/2021 22:55:51	Agree	Disagree	Strongly Agree	Agree	Neutral	Agree	Neutral	Agree	Disagree	Perfect, I learned a lot and had fun	About the same	About an hour and a half (~90 mins)
F 22	10/19/2021 9:33:56	Agree	Neutral	Agree	Agree	Neutral	Neutral	Agree	Agree	Disagree	A bit too much science	A bit more by playing the game	About 2 hours (~120 mins)
F 22	10/19/2021 10:20:02	Agree	Neutral	Agree	Agree	Neutral	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	Significantly more by playing the game	About 2 hours (~120 mins)
F 22	10/19/2021 10:29:17	Neutral	Neutral	Disagree	Strongly agree	Strongly disagree	Disagree	Strongly agree	Neutral	Neutral	A bit more science would be good	A bit less by playing the game	About an hour and 45 minutes (~105 mins)
F 22	10/19/2021 10:48:04	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	More than 2.5 hours (>150 mins)
F 22	10/19/2021 12:41:25	Agree	Agree	Strongly Agree	Agree	Neutral	Neutral	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and a half (~90 mins)
F 22	10/19/2021 21:25:54	Strongly Agree	Disagree	Agree	Agree	Neutral	Agree	Strongly agree	Strongly Agree	Strongly agree	Perfect, I learned a lot and had fun	About the same	About two and a half hours (~150 mins)
F 22													
F 22													
F 22													
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F 22													
F 22	11/3/2021 16:36:43	Disagree	Disagree	Agree	Agree, Strongly agree	Strongly disagree	Neutral	Disagree	Agree	Strongly disagree	A bit too much science	A bit less by playing the game, About the same	About two and a half hours (~150 mins), About 2 hours (~120 mins)
F 22	11/4/2021 0:04:35	Neutral	Disagree	Strongly Agree	Neutral	Neutral	Neutral	Neutral	Agree	Disagree	A bit too much science	A bit less by playing the game	About an hour and a half (~90 mins)

F 22	11/4/2021 17:09:39	Agree	Disagree	Neutral	Agree	Disagree	Neutral	Neutral	Agree	Disagree	Perfect, I learned a lot and had fun	About the same	About an hour and a half (~90 mins)
F 22	11/5/2021 19:50:39	Agree	Disagree	Agree	Agree, Neutral	Disagree	Agree	Neutral, Agree	Agree	Disagree	A bit too much science, Perfect, I learned a lot and had fun	A bit less by playing the game, About the same	About two hours and 15 minutes (~135 mins), More than 2.5 hours (>150 mins)
F 22	11/6/2021 15:10:22	Neutral	Disagree	Strongly Agree	Strongly agree	Neutral	Neutral	Disagree	Disagree	Disagree	A bit too much science	A bit less by playing the game	About an hour and 45 minutes (~105 mins)
F 22	11/8/2021 2:35:29	Agree	Neutral	Agree	Strongly agree	Disagree	Agree	Strongly agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	11/8/2021 11:20:26	Neutral	Neutral	Agree	Agree	Neutral	Agree	Agree	Neutral	Neutral	A bit more science would be good	A bit less by playing the game	About an hour and a half (~90 mins)
F 22	11/10/2021 17:02:24	Agree	Disagree	Neutral	Agree	Disagree	Disagree	Disagree	Disagree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	10/4/2021 15:48:58	Strongly Agree	Agree	Strongly Agree	Strongly agree	Strongly agree	Strongly agree	Strongly agree	Strongly Agree	Neutral	Way too much science	About the same	About 2 hours (~120 mins)
F 22	10/5/2021 11:01:21	Strongly Agree	Agree	Strongly Agree	Strongly agree	Agree	Strongly agree	Strongly agree	Strongly Agree	Strongly agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	About an hour and 15 minutes (~75 mins)
F 22	10/6/2021 12:01:14	Neutral	Neutral	Agree	Agree	Agree	Agree	Neutral	Neutral	Disagree	A bit too much science	A bit more by playing the game	About an hour (~60 mins)
F 22	10/6/2021 12:46:09	Agree	Neutral	Agree	Neutral	Disagree	Agree	Agree	Agree	Disagree	A bit too much science	A bit less by playing the game	About an hour (~60 mins)
F 22	10/6/2021 13:28:39	Neutral	Disagree	Agree	Neutral	Neutral	Neutral	Disagree	Agree	Neutral	A bit too much science	A bit more by playing the game	About an hour and a half (~90 mins)
F 22	11/18/2021 13:42:58	Neutral	Disagree	Agree	Agree	Neutral	Agree	Agree	Neutral	Agree	A bit too much science	A bit more by playing the game	Less than 1 hour (<60 mins)
F 22	11/18/2021 23:46:33	Agree	Agree	Agree	Strongly agree	Agree	Neutral	Neutral	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and a half (~90 mins)
F 22	11/19/2021 15:52:23	Disagree	Disagree	Neutral	Disagree	Strongly agree	Disagree	Neutral	Agree	Strongly disagree	A bit too much science	A bit less by playing the game	About an hour (~60 mins)

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F 22													
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F 22	10/18/2021 11:22:30	Agree	Neutral	Agree	Agree	Neutral	Agree	Neutral	Agree	Agree	Perfect, I learned a lot and had fun	A bit more by playing the game	About 2 hours (~120 mins)
F 22	10/18/2021 11:22:36	Agree	Disagree	Agree	Neutral	Disagree	Strongly agree	Agree	Agree	Neutral	A bit more science would be good	A bit more by playing the game	About 2 hours (~120 mins)
F 22	10/18/2021 12:07:30	Strongly Agree	Neutral	Strongly Agree	Strongly agree	Agree	Agree	Strongly agree	Agree	Agree	A bit too much science	A bit more by playing the game	About 2 hours (~120 mins)
F 22	10/18/2021 12:10:09	Disagree	Neutral	Neutral	Agree	Strongly disagree	Disagree	Neutral	Neutral	Strongly disagree	Way too much science	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
F 22	10/18/2021 12:40:20	Agree	Disagree	Neutral	Agree	Neutral	Agree	Disagree	Strongly Agree	Disagree	A bit too much science	About the same	
F 22	10/18/2021 17:26:38	Neutral	Disagree	Disagree	Neutral	Neutral	Agree	Disagree	Disagree	Strongly disagree	A bit too much science	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
F 22	10/18/2021 17:41:01	Strongly Agree	Agree	Neutral	Neutral	Agree	Neutral	Neutral	Agree	Agree	Perfect, I learned a lot and had fun	A bit more by playing the game	About 2 hours (~120 mins)
F 22	10/19/2021 15:31:20	Agree	Neutral	Strongly Agree	Agree	Neutral	Agree	Agree	Agree	Disagree	A bit too much science	Significantly more by playing the game	About 2 hours (~120 mins)

F 22	10/20/2021 15:05:51	Neutral	Disagree	Disagree	Neutral	Neutral	Neutral	Agree	Agree	Disagree	Abit too much science	Abit less by playing the game	More than 2.5 hours (>150 mins)
F 22	10/18/2021 12:23:08	Agree	Neutral	Strongly Agree	Strongly agree	Agree	Agree	Strongly agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	Abit more by playing the game	It took my group 2.5 hours to get through 3 rounds of play.
F 22	10/20/2021 22:30:19	Strongly Agree	Strongly Agree	Strongly Agree	Strongly agree	Strongly agree	Strongly agree	Strongly agree	Strongly Agree	Strongly agree	Perfect, I learned a lot and had fun	Abit more by playing the game	About two hours and 15 minutes (~135 mins)
F 22													
F 22	10/21/2021 16:03:46	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About an hour and a half (~90 mins)
F 22	10/27/2021 11:57:52	Strongly Disagree	Agree	Neutral	Disagree	Strongly disagree	Disagree	Disagree	Disagree	Strongly disagree	Abit too much science	Significantly less by playing the game	About an hour (~60 mins)
F 22	10/27/2021 12:04:22	Neutral	Neutral	Agree	Neutral	Neutral	Disagree	Neutral	Neutral	Strongly disagree	Not enough science	Abit less by playing the game	About an hour (~60 mins)

F 22	10/27/2021 14:01:22	Agree	Disagree	Agree	Strongly agree	Disagree	Disagree	Agree	Agree	Disagree	Abit more science would be good	About the same	About an hour and a half (~90 mins)
F 22	10/27/2021 15:26:43	Strongly Agree	Agree	Agree	Neutral	Disagree	Agree	Agree	Agree	Strongly agree	Abit more science would be good	About the same	About an hour and 15 minutes (~75 mins)
F 22	10/27/2021 20:14:26	Strongly Agree	Neutral	Agree	Agree	Neutral	Disagree	Neutral	Neutral	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
F 22	11/2/2021 8:00:25	Strongly Agree	Agree	Agree	Agree	Neutral	Agree	Neutral	Strongly Agree	Agree	Abit more science would be good	About the same	About an hour and a half (~90 mins)
F 22	11/2/2021 18:39:28	Agree	Neutral	Agree	Agree	Neutral	Neutral	Agree	Agree	Strongly agree	Perfect, I learned a lot and had fun	Abit more by playing the game	About an hour and 45 minutes (~105 mins)
F 22	11/3/2021 11:57:45	Neutral	Disagree	Disagree	Neutral	Agree	Neutral	Strongly disagree	Agree	Disagree	Not enough science	Significantly less by playing the game	
F 22	11/4/2021 0:15:48	Agree	Disagree	Agree	Agree	Neutral	Agree	Agree	Agree	Neutral	Abit more science would be good	Abit less by playing the game, A bit more by playing the game	About two hours and 15 minutes (~135 mins), About two and a half hours (~150 mins)
F 22	11/5/2021 10:53:10	Agree	Neutral	Agree	Strongly agree	Agree	Agree	Strongly agree	Agree	Strongly agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	About an hour and a half (~90 mins)
F 22	11/8/2021 16:41:44	Strongly Agree	Agree	Neutral	Agree	Neutral	Disagree	Disagree	Agree	Agree	Abit more science would be good	About the same	About an hour and 15 minutes (~75 mins)
F 22	12/7/2021 18:03:39	Disagree	Disagree	Agree	Strongly agree	Neutral	Neutral	Agree	Strongly Agree	Disagree	Abit too much science	About the same	About an hour and a half (~90 mins)

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F 22													
F 22													
F 22	12/7/2021 1:14:07	Neutral	Strongly Agree	Strongly Agree	Strongly agree	Strongly agree	Agree	Agree	Agree	Neutral	Abit more science would be good	Abit less by playing the game	About an hour (~60 mins)
F 22	12/7/2021 10:37:25	Agree	Neutral	Agree	Agree	Agree	Neutral	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About an hour and 45 minutes (~105 mins)
F 22	12/9/2021 13:25:59	Agree	Disagree	Agree	Neutral	Agree	Neutral	Neutral	Strongly Agree	Agree	Abit too much science	Abit less by playing the game	About an hour and a half (~90 mins)
F 22	12/9/2021 18:29:00	Agree	Strongly Disagree	Agree	Agree	Agree	Strongly agree	Neutral	Strongly Agree	Agree	Abit too much science	About the same	About 2 hours (~120 mins)
F 22	12/10/2021 13:10:58	Agree	Disagree	Strongly Agree	Strongly agree	Agree	Neutral	Strongly agree	Strongly Agree	Strongly agree	Abit too much science	About the same	About 2 hours (~120 mins)



Sp 22	2/23/2022 16:03:25	Agree	Disagree	Strongly Agree	Agree	Disagree	Neutral	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About two hours and 15 minutes (~135 mins)
Sp 22	2/25/2022 9:42:12	Agree	Neutral	Neutral	Agree	Agree	Agree	Neutral	Neutral	Disagree	Perfect, I learned a lot and had fun	About the same	More than 2.5 hours (>150 mins)
Sp 22	2/27/2022 9:55:10	Neutral	Agree	Strongly Agree	Strongly agree	Agree	Agree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	About the same	About two hours and 15 minutes (~135 mins)
Sp 22	2/27/2022 21:07:39	Agree	Agree	Agree	Neutral	Strongly agree	Agree	Agree	Neutral	Neutral	Abit more science would be good	Abit more by playing the game	About 2 hours (~120 mins)
Sp 22	2/27/2022 22:20:23	Agree	Disagree	Agree	Agree	Neutral	Agree	Neutral	Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 22	2/27/2022 22:23:34	Agree	Agree	Agree	Strongly agree	Strongly agree	Agree	Neutral	Strongly Agree	Agree	Perfect, I learned a lot and had fun	Abit less by playing the game	About two and a half hours (~150 mins)
Sp 22	2/14/2022 18:45:58	Agree	Neutral	Agree	Agree	Neutral	Agree	Neutral	Agree	Neutral	Perfect, I learned a lot and had fun	Abit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	2/16/2022 20:06:28	Agree	Neutral	Strongly Agree	Agree	Neutral	Disagree	Agree	Agree	Strongly disagree	Abit too much science	Abit less by playing the game	About 2 hours (~120 mins)
Sp 22	3/3/2022 14:02:54	Agree	Neutral	Agree	Agree	Neutral	Agree	Neutral	Agree	Neutral	Perfect, I learned a lot and had fun	Abit more by playing the game	About 2 hours (~120 mins)

Sp 22	3/6/2022 11:27:00	Agree	Disagree	Strongly Agree	Strongly agree	Agree	Strongly agree	Strongly agree	Strongly Agree	Strongly disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and a half (~90 mins)
Sp 22	3/9/2022 8:40:43	Agree	Neutral	Strongly Agree	Agree	Agree	Strongly agree	Neutral	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and a half (~90 mins)
Sp 22	2/25/2022 19:18:52	Disagree	Strongly Disagree	Strongly Agree	Strongly agree	Strongly agree	Strongly agree	Strongly agree	Strongly Agree	Strongly agree	Way too much science	Significantly less by playing the game	About an hour and 15 minutes (~75 mins)
Sp 22	2/25/2022 19:20:21	Neutral	Disagree	Agree	Agree	Disagree	Disagree	Agree	Strongly Agree	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 15 minutes (~75 mins)
Sp 22	2/25/2022 19:21:43	Disagree	Disagree	Strongly Agree	Agree	Strongly agree	Strongly agree	Agree	Agree	Disagree	A bit too much science	About the same	About 2 hours (~120 mins)
Sp 22	2/25/2022 19:22:23	Strongly Agree	Agree	Agree	Disagree	Strongly agree	Strongly agree	Strongly agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	About 2 hours (~120 mins)
Sp 22	2/25/2022 19:22:37	Agree	Agree	Neutral	Neutral	Disagree	Agree	Agree	Agree	Disagree	A bit too much science	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	2/25/2022 19:23:09	Agree	Agree	Neutral	Neutral	Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	2/25/2022 19:24:22	Strongly Agree	Agree	Strongly Agree	Agree	Agree	Disagree	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 22	2/25/2022 19:24:40	Strongly Agree	Agree	Strongly Agree	Agree	Strongly agree	Agree	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About 2 hours (~120 mins)
Sp 22	2/25/2022 19:25:18	Agree	Disagree	Agree	Disagree	Agree	Neutral	Agree	Strongly Agree	Disagree	Perfect, I learned a lot and had fun	A bit less by playing the game	About 2 hours (~120 mins)
Sp 22	2/28/2022 12:19:41	Agree	Disagree	Strongly Agree	Strongly agree	Agree	Strongly agree	Agree	Strongly Agree	Agree	A bit too much science	A bit more by playing the game	About two and a half hours (~150 mins)

[illegible]

Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Strongly Agree	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Neutral	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 21	Spring2021	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	About an hour and 45 minutes (~105 mins)
Sp 21	Spring2021	Agree	Agree, Neutral	Strongly Agree	Agree	Agree	Agree	Disagree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 21	Spring2021	Neutral	Disagree	Agree	Agree	Agree	Agree	Agree	Agree	Disagree	A bit too much science	A bit more by playing the game	About 2 hours (~120 mins)
Sp 21	Spring2021	Disagree	Disagree	Neutral	Agree	Disagree	Strongly Disagree	Neutral	Neutral	Neutral	Way too much science	A bit less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	About the same	About an hour and a half (~90 mins)
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Agree	Agree	Agree	Agree	Strongly Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About an hour and 45 minutes (~105 mins)
Sp 21	Spring2021	Agree	Agree	Agree	Agree	Strongly Agree	Neutral	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	About the same	About an hour and 15 minutes (~75 mins)

Sp 21	Spring2021	Disagree	Neutral	Agree	Agree	Agree	Neutral	Disagree	Disagree	Disagree	Perfect, I learned a lot and had fun	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Strongly Agree	Agree	Agree	Neutral	Disagree	A bit too much science	A bit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Disagree	Neutral	Neutral	Agree	Neutral	Neutral	Neutral	Disagree	A bit too much science	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Agree	Agree	Strongly Agree	Strongly Agree	Agree	Neutral	Neutral	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Agree	Agree	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Disagree	Strongly Agree	Agree	A bit more science would be good	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Disagree	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Strongly Agree	Strongly Disagree	Perfect, I learned a lot and had fun	A bit less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Agree	Strongly Agree	Agree	Strongly Agree	Strongly Agree	Neutral	Agree	Neutral	Perfect, I learned a lot and had fun	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Disagree	Disagree	Agree	Agree	Agree	Disagree	Disagree	Disagree	Disagree	Way too much science	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Agree	Agree	Agree	Strongly Agree	Strongly Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Neutral	Agree	Agree	Agree	Agree	Neutral	A bit more science would be good	A bit less by playing the game	About an hour and a half (~90 mins)

Sp 21	Spring2021	Disagree	Disagree	Neutral	Agree	Agree	Neutral	Disagree	Agree	Strongly Disagree	Abit too much science	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Agree	Agree	Neutral	Agree	Disagree	Perfect, I learned a lot and had fun	Abit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Disagree	Agree	Agree	Neutral	Neutral	Disagree	Agree	Disagree	Abit too much science	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Neutral	Disagree	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Strongly Disagree	Abit too much science	Abit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Agree	Disagree	Neutral	Neutral	Neutral	Abit more science would be good	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Strongly Agree	Agree	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	Abit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Agree	Neutral	Neutral	Neutral	Disagree	Perfect, I learned a lot and had fun	Abit less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Neutral	Disagree	Agree	Agree	Neutral	Neutral	Disagree	Neutral	Disagree	Abit too much science	Abit less by playing the game	About 2 hours (~120 mins)
Sp 21	Spring2021	Strongly Agree, Agree	Agree, Neutral	Neutral	Agree	Strongly Agree, Agree	Agree	Agree	Agree	Agree, Neutral	Perfect, I learned a lot and had fun	About the same	About an hour and a half (~90 mins)
Sp 21	Spring2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 21	Spring2021	Disagree	Disagree	Disagree	Disagree	Agree	Disagree	Disagree	Disagree	Disagree	Abit more science would be good	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)

Sp 21	Spring2021	Agree	Neutral	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Neutral	Strongly Agree	Agree	Perfect, I learned a lot and had fun	A bit less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Neutral	Agree	Neutral	Agree	Agree	Agree	Neutral	Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Agree	Agree	Agree	Neutral	Neutral	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 21	Spring2021	Agree	Agree	Neutral	Neutral	Agree	Agree	Disagree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Neutral	Disagree	Neutral	Disagree	Strongly Agree	Neutral	Disagree	Disagree	Disagree	A bit more science would be good	Significantly less by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Disagree	Agree	Agree	Agree	Agree	Disagree	Strongly Agree	Disagree	A bit too much science	A bit more by playing the game	About an hour and a half (~90 mins)
Sp 21	Spring2021	Neutral	Disagree	Agree	Agree	Disagree	Agree	Disagree	Disagree	Neutral	Perfect, I learned a lot and had fun	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 21	Spring2021	Agree	Neutral	Agree	Strongly Agree	Strongly Disagree	Neutral	Agree	Neutral	Agree	A bit too much science	A bit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)

[illegible]

F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
F 22 Fall2021	Strongly Agree	Agree	Strongly Agree	Agree	Agree	Agree	Agree	Strongly Agree	Neutral	Perfect, I learned a lot and had fun	Significantly more by playing the game	About 2 hours (~120 mins)
F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
F 22 Fall2021	Agree	Disagree	Agree	Neutral	Agree	Neutral	Agree	Strongly Agree, Agree	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour (~60 mins)
F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
F 22 Fall2021	Neutral	Neutral	Agree	Agree	Neutral	Neutral	Agree	Disagree	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour (~60 mins)
F 22 Fall2021	Disagree	Disagree	Agree	Agree	Agree	Agree	Neutral	Agree	Disagree	A bit more science would be good	About the same	About an hour (~60 mins)
F 22 Fall2021	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	Significantly more by playing the game	About an hour (~60 mins)
F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
F 22 Fall2021	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22 Spring2022	Agree	Neutral	Agree	Agree	Strongly Agree	Agree	Agree	Agree	Strongly Agree	Perfect, I learned a lot and had fun	About the same	We didn't finish in the 2 hour lab time (>120 mins)
Sp 22 Spring2022	Strongly Agree	Neutral	Strongly Agree	Agree	Strongly Agree	Agree	Neutral	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 22 Spring2022	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	A bit more science would be good	A bit less by playing the game	About an hour and 45 minutes (~105 mins)

Sp 22	Spring2022	Agree	Disagree	Agree	Agree	Strongly Agree	Agree	Neutral	Neutral	Disagree	Abit too much science	Abit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Disagree	Neutral	Neutral	Agree	Neutral	Neutral	Disagree	Neutral	Strongly Disagree	Abit too much science	Significantly less by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	Abit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Strongly Agree	Strongly Agree, Disagree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Neutral	Strongly Agree	Agree	Abit too much science	Significantly more by playing the game	About 2 hours (~120 mins)
Sp 22	Spring2022	Agree	Strongly Agree	Agree	Neutral	Agree	Strongly Agree	Neutral	Agree	Strongly Agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Agree	Neutral	Agree	Agree	Strongly Agree	Strongly Agree	Disagree	Disagree	Agree	Abit more science would be good	Abit less by playing the game	About an hour and 15 minutes (~75 mins)
Sp 22	Spring2022	Neutral, Disagree	Disagree	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Disagree, Strongly Disagree	Abit too much science	About the same	About an hour and a half (~90 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Disagree	Strongly Disagree	Agree	Neutral	Agree	Agree	Neutral	Agree	Strongly Disagree	Abit too much science	About the same	About 2 hours (~120 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Strongly Agree	Neutral	Strongly Agree	Strongly Agree	Agree	Agree	Agree	Strongly Agree	Strongly Agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	About an hour and 15 minutes (~75 mins)

Sp 22	Spring2022	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour (~60 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Agree	Disagree	Agree	Agree	Strongly Agree	Agree	Agree, Neutral	Agree	Neutral	A bit too much science	About the same	About an hour and a half (~90 mins)
Sp 22	Spring2022	Agree	Disagree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun	About the same	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Agree	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Neutral	Strongly Agree	Strongly Agree	A bit too much science	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Strongly Agree	Agree	Strongly Agree	Strongly Agree	Neutral	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Perfect, I learned a lot and had fun	Significantly more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Neutral	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	Neutral	Agree	Agree	Neutral	Agree	Agree	Agree	Agree	Disagree	A bit more science would be good	About the same	About an hour and a half (~90 mins)
Sp 22	Spring2022	Agree	Disagree	Agree	Agree	Neutral	Agree	Neutral	Agree	Agree	A bit too much science	A bit more by playing the game	About an hour (~60 mins)
Sp 22	Spring2022	Agree	Neutral	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	A bit more science would be good	A bit more by playing the game	We didn't finish in the 2 hour lab time (>120 mins)

Sp 22	Spring2022	Agree, Neutral	Neutral	Agree	Agree	Neutral	Neutral	Agree	Agree	Neutral	Perfect, I learned a lot and had fun, A bit too much science	About the same	About 2 hours (~120 mins)
Sp 22	Spring2022	Agree	Agree	Agree	Agree	Neutral	Agree	Neutral	Agree	Agree	A bit too much science	About the same	About an hour and 45 minutes (~105 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Strongly Agree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour (~60 mins)
Sp 22	Spring2022	Agree	Agree	Agree	Neutral	Strongly Agree	Agree	Neutral	Agree	Neutral	A bit more science would be good	A bit more by playing the game	About 2 hours (~120 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Strongly Agree, Neutral	Neutral	Agree	Agree	Agree	Agree	Agree	Agree	Agree	Perfect, I learned a lot and had fun, A bit too much science	About the same	About an hour (~60 mins)
Sp 22	Spring2022	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response
Sp 22	Spring2022	Agree	Agree	Strongly Agree, Agree	Strongly Agree, Agree	Agree, Neutral	Agree	Agree	Agree	Strongly Agree, Agree	Perfect, I learned a lot and had fun	About the same	About an hour (~60 mins)
Sp 22	Spring2022	Agree	Neutral	Agree	Agree	Agree	Agree	Agree	Strongly Agree	Agree	Perfect, I learned a lot and had fun	About the same	About 2 hours (~120 mins)
Sp 22	Spring2022	Neutral	Neutral	Agree	Agree	Agree	Agree	Strongly Disagree	Strongly Agree	Strongly Disagree	A bit too much science	About the same	About an hour and a half (~90 mins)
Sp 22	Spring2022	Agree	Neutral	Agree	Strongly Agree	Strongly Agree	Strongly Agree	Agree	Agree	Disagree	Perfect, I learned a lot and had fun	A bit more by playing the game	About an hour and 45 minutes (~105 mins)

[illegible]

Indicate your level of agreement with the following statement: "I would rather play this game than have a regular class or lab."	What did you like most about the game?	What did you like least about the game (i.e., what could be improved)?	Do you have any other feedback that you think would be useful for the game's creators?
Disagree	The different game boards and that multiple people could use the same layout so you could see and compare the two results.	The tokens were unwieldy and hard to sort/get. I know it's not as nice or visually appealing (and worse for visually associating coral types to images) but if they were blocks like in Pandemic they would be easier to get a hold of and keep track of. Also the instructions were at some points self-contradictory, and the in-game turn order card was hard to follow	LOVED the stacking mechanic. Although the fleshy algae was almost impossible to manage
Disagree	It was a lot of fun and I really like strategy games so I enjoyed creating a strategy for the game	It was a lot of picking up and searching for more pieces to use. Not sure how that could be improved other than better piece organization or it not being a physical board game	It could be interesting to have the game not be physical, and have an online component instead. It would probably make the game quicker to play due to most of the game was just looking for pieces instead of playing, and would likely make it simpler to look at and play.
Agree	It was a fun and engaging way to learn about reefs	The instructions could have been less wordy and easier to understand	More disasters
Agree	I liked competing against my friends and seeing them really get into it.	I thought the game ran a little long, but that may have been since our lab is only 2 hours.	The game is a little complex for the average, non-scientist player, it might do good to simplify it a bit. Another option would be to make an online version of this game, where the computer can handle some of the complexities.
Disagree	I liked the variation of different organisms you could have in your reef	The rules were very complex and there were situations not covered in the instructions	I would recommend that the rules have players go in turns (Start with the lowest scorer, or something along those lines) as it got chaotic as everyone was making different moves at different times.
Neutral	The concept of building a reef community and the random mutations and disasters	Description of game play rules were a little confusing	Overall, it was a pretty enjoyable experience
Agree	I liked how much variety of reef builders there were.	The graphic design of the boards was a bit too bland. The fonts were easy to read but uninteresting.	Overall, I felt the game was a little too complicated for what instructions we were given. There were some situations where somethings just were not explained (like when and how exactly you place juvenile builders on the board at the end of the round). Also, adding some more graphics or different font styles might help make the game more visually engaging.
Agree	The strategy involved.	We didn't have enough of each reef card type for everyone to play the one they wanted.	Just for fun, maybe make a mode where 1 person plays the algae?
Neutral	How it relates to class and how we can enjoy playing a game while still learning	A bit confused on how to play at first	

Agree	Nice pictures of organisms	So many mutations.	
Strongly agree	The picture	Keeping track of all of the kinds of builders and their mutations.	The ashy pieces were a nuisance as the pieces made our hands black after awhile
Agree	It was fun and was always changing and if you were "losing" you could easily be "winning" the next round.	The dirty game pieces leaving soot on my hands.	n/a
Strongly agree	I liked the disasters because it was fun to see what kind of event would impact the reef	maybe a bigger board to play on	
Disagree	Competing	There were too many mutations. Further into the game it got really hard to keep up with all of the different mutations on all of the different organisms, specifically when adding juveniles.	
Neutral	I liked the strategy component of the game, once you understand the rules better you can develop your moves to try and earn the most points.	It was difficult to count points and generating offspring was tedious	
Strongly agree	I really liked the comprehensive nature of the game. All facets of a reef environment seemed to be represented somewhere, which is what allowed me to learn a lot.	N/A	Using clearer game pieces, especially for the reef builders (they all had the same contrast within the photo and weren't labeled) might make the game go smoother.
Agree	How much variety there is to the game. You could play it a million times and still have different outcomes each time	The rules were a bit hard to follow	
Neutral	Trading and competition/overall interaction with other players' reefs was fun.	The rules were pretty dense and starting was hard.	
Agree	I like strategy games once I get the hang of them, and this was a new kind of strategy.	It is difficult to get ahead of the fleshy algae, and it is annoying that you have to take out the stacks.	Putting the algae back on after the dwellers ate it seems a bit weird, as you can never get rid of it.
Agree	I like that because of the structure, each game will be different, making it not so repetitive to play again and again. Prepping for the game was fun and helpful.	The lab packet had different rules than the board materials, which made it very difficult to determine what was correct.	
Disagree	It was fun to see all the beautiful corals and building a coral reef	The instructions that came with the game and booklet are inconsistent, and the worksheets feel like busy work	Figure out a way to condense the instructions
Strongly agree	It was great seeing how the reef evolved and changed or didn't change over time.	There were too many nuances to the rules. Some parts of the rules also did not match up	I feel like fleshy algae never became a particular problem.
Agree	The colorful tokens and 12 sided die	The lack of clarity with what to do with the triangle	
Disagree		Rules were inconsistent across game materials (full game guide and cards). Game pieces were too small to stack many mutations	
Strongly agree	The different reef designs	The tags were a lot and stacking them blocked pictures	Maybe a better system to carry tags on the reef inhabitant card

Agree	There was a wide variety of components, whether it be possible disasters or possible starting boards or types of specimen. It was very enjoyable!	It was hard to add mutation pieces to each specimen and keep everything organized. It could be nice if maybe each creature could have a clip to indicate its mutation, or a flag we could toggle. The rules were also a bit confusing, since there was incongruence between two versions of the instructions.	Thank you :)
Neutral	That is makes science more fun.	The pre game was a lot of busy work; it could be made short yet effective.	
Agree	My favorite part of the game was strategizing which reef map would be best.	Maybe it i because my group did not trade organisms between nurseries very often, but I thought there could be more player/player interaction.	
Agree	The mutations added a lot of variety	Some of the instructions we were given contradicted each other or told different information.	There was no practical use for the Coral Triangle in the game.
Strongly disagree	Good concept	The rules were tedious and had so many intricacies it was hard to follow.	It would be easier to follow a step-by-step rule book including what to do with rounds within each phase.
Agree	It's so fun!!	The instruction was very confusing. it took us a while to figure out how the game works	Make it less complicated, simply and straight forward instructions! 😊😊
Neutral	The fact that it was a game was the best part- it wasn't stressful or demanding, which makes it better than normal classwork.	It was way too complicated to learn how to play. This simple fact alone would turn most people away from it before it even got started.	Nope- overall, the design was good and the game was fun.
Agree	It's fun interactive way to learn how organisms mutate and survive climate change.	I wish there was more strategizing and science involved.	
Strongly agree	I liked the fact that we could stack organisms and add and take away algae at the end/beginning of a round.	The instructions were a little complicated. We definitely didn't play 100% correctly.	The pre-lab portion was not given/ told to us to do before the game so it was hard to fill out after playing the game.
Strongly agree			

Agree	I liked the way it teaches you the mechanisms of ecology through acting them out yourself.	So many game pieces!	I love the idea, and enjoyed playing. A bit more tweaking in the game's rules to accurately reflect how organisms are distributed through different depths would make it more educational at very little cost to gameplay.
Agree	I liked learning in alternative methods rather than just reading and interpreting things over and over	The game seemed a little overdrawn/complicated	Maybe not using as many mutations and organisms I think a smaller sample size would help greatly
Strongly agree	Having to make a strategy to win.	Too many pieces	no
Strongly agree	Building my initial reef	The disasters are a bit too much and too often. Not enough mutations.	
Neutral			
Agree	What I liked most was how we could see mutations spread across offspring of other organisms.	The wasn't really anything I didn't like	N/A
Strongly agree	I liked how this game allowed us to be competitive and still learn about marine communities. We were able to create our own reefs based off of prior and new knowledge allowing for strategy to be a key factor in how successful we were. The ability to bounce ideas off of one another while playing this game allowed for us to expand our knowledge through collaboration while having fun.	Having three separate areas that contain information about the reef builders and dwellers was a little overwhelming as well as confusing at some points. I would combine all of this information into one graph so it is easier for players to access and understand while they are playing the game. I would also simplify the directions. We noticed while playing the board game that the directions did not line up between what was next to the board and what was located on the laminated paper provided to us that stayed next to our reef diagram.	It is a great game to use for educational purposes as well as possibly a game for the family or friends.
Neutral	Learning about the different reef builders	Game set up and understanding took to long	
Agree	The game boards were interesting, and the general concept seemed well thought out.	Too many pieces, might consider a virtual version, probably make it more enjoyable. Overall, took too long just to set up the game.	Interesting concept but very hard to follow, if its meant to be fun then it should be more simple. I got the impression the point of the game was to make you realize you go through a lot of work to put things together and then they can get destroyed very quickly which was irritating but makes you think. Seems to be geared toward people who know a lot of conservation biology, if that's the target audience then I'd say its hit its mark. But if this game is supposed to be a learning tool for students or a more general audience then it needs to be simplified. Struggle is part of the game experience, but if you're not having fun while doing it then it defeats the purpose.

Agree	I'm a competitive person so this game inspired me to pay more attention so I could win.	Getting soot all over my fingers and having to find lots of little pieces each time the juveniles spawned.	The disaster cards should be more clear that you only draw one for the whole group rather than everyone drawing their own disaster. The instruction cheat sheet could be clearer/more concise. There is also a typo on the cheat sheet.
Agree, Strongly agree	I enjoyed the visualization in the game and how it helped you in understanding what each term was and what they did. I liked most about the game how it got you to collaborate with your classmates and added a little competition to the course.	The instructions about the game were a little unclear. For example, our class didn't understand the natural disaster part of the game so each of us chose our own disaster rather than using one for the whole class. There were a lot of pieces you needed to keep track of. The instructions also were a bit confusing and had a learning curve to them.	It might be a little easier to understand with less moving parts in the game. Maybe scale down on the amount of pieces until there is a deeper understanding for the game. It was very well thought out but I would include specific instructions in how many people use which cards. Our class ended up playing incorrectly by giving every player a different card when it came to the disasters.
Agree	I loved how much it taught me! The game was very educational and made me want to research more about coral reefs.	All the small parts made things cumbersome. Especially when filling out the nursery with all your reef builders and mutations.	I think this game would be much easier to play if online rather than the physical version. Also our group did not realize that a disaster card(s) should apply to the entire game and not just the person who drew the card, so clarifying things like that would be helpful.
Agree	I liked that there were a variety of reef builders to choose from and that they all had unique strengths/weaknesses. It was interesting to see how each one did whenever we had a "catastrophe" hit. It also taught me a lot about the various types of corals, sponges, etc. that live in reefs.	All of the tiny little pieces. I feel like a lot of time was wasted looking for the right coral or mutation whenever we would start a new round.	Creating some kind of piece dispenser that all the pieces could be placed in easily for more efficient game play
Agree	I liked the amount of choices I was able to pick from	The directions were kind of confusing if its your first time playing	Make the different reefs have different shapes so that it is easier to indicate
Neutral	The overall concept was fun and I enjoyed the gameplay	The instructions were complicated and the amount of pieces that needed to be located/taken out of bags/placed etc took up most of the gameplay time	
Neutral	The randomness of the short term and long term disaster. The one where you have to take 2 disasters at once was perfect!	How much knowledge you need on individual organisms and reef builders.	Maybe requiring less specific knowledge for each individual element would help make the game more easy for everyone to play.
Strongly agree			
Agree	The mutation mechanic	How long the rounds last, and having to keep track of a lot of things all at once	
Strongly agree	I loved the ability to strategize & trade with the other team. it lead to lots of funny "business transactions" and good laughs!	The rules on paper are very confusing. I found the prelab to be more confusing than not. Once I started playing the game, it all made a lot more sense and was quite fun!	Nope! keep making fun games
Agree	Working with a team mate	The confusing rules	Be more precise regarding the rules
Neutral	The variety of boards	The rules	No
Agree	I liked that the evolution was random (aka you had to roll the dice).	How quickly the board became covered in fleshly algae, but I'm not sure if that's the intent of the game.	
Disagree	Competing with my classmates	The objective seemed to be pushing too much of the "educational" part making the game not as fun.	I like the idea of a game about building reefs but this was not how I would imagine that game

[illegible]

Strongly agree	When my organisms would survive a catastrophe.	When my organisms did not survive the catastrophes.	No
Strongly agree	I love being able to play a fun and interactive game while still learning about Reefs, mutations, and migrations.	Adding more corals to the list of reef builders that can be played with. Mostly ones that are carbonate organisms.	More guidance about how to score the board after each round.
Strongly agree	I enjoyed the mutations and catastrophe portions of the game, as they were more unpredictable and made the most changes to the reef.	The amount of time it took, especially at later rounds, to spawn in and add juveniles to the reef. We ended up with a lot of more offspring mutations which overflowed our board and took a lot longer to add to the nursery, so possibly adding a restriction to the total number of juveniles per round or allowing a choice to spawn more than one offspring if you have multiple more offspring mutations.	
Strongly disagree	Competing with other groups to win.	Scoring and the board pieces. There are too many pieces to count and keep track of so it's very easy to make scoring mistakes. It also just takes a long time to score. The board pieces get messy adding and stacking all of the different reef builders, dwellers, and mutations.	This game would be better as a computer simulation rather than a physical board game.
Agree	I liked having a visual representation of the reef over millions of years and seeing how easily things could change when disasters happened	I found it a little too complex - it got easier to understand after playing it for a bit but at first the number of directions was pretty overwhelming	
Strongly agree	I enjoyed strategizing with my teammates the most. If one of us missed something that would help us win, another member would notice it.	How slow we went. I don't doubt that playing a second time would improve game speed, but it still took a lot of time to get the hang of the game.	N/a, fun game
Strongly agree	I liked how there was cooperative and competitive play. I think the total gameplay was fun and educational.	I think some of the setup and rules are a little vague and can be interpreted in different ways. Most of the mutations end up having little to no effect on survival because you run out of space and time to have a proper long term strategy.	
Strongly agree	I liked the ability to choose the organisms in your reef and build it from the ground up, trading was also a nice option so we could get more reef diversity.	The game is a bit complex but as we played more it became easier to understand.	
Strongly agree	I liked the strategy element the most as well as the rounds building on each other.	The scoring was very confusing for my team at first and we were unsure whether to put the attribute tokens that the reef builders started out with on the board (ex. does boulder coral start with a strong arm token or not)	There were some parts of the instructions where an organism's use in a reef was made clear, but their role in the game was not.
Strongly agree	I like the strategic component of it. It makes it fun while learning the material.	I found the game quite perfect honestly. I do not think there is need for improvement anywhere. The only thing I could add is that the stacking system is a little much for the size of the board. A bigger board with bigger square to have more space for stacking would be better.	There is nothing that I can think of to add.
Strongly agree	the team collaboration	the long term disasters	the point system could possibly be simplified
Strongly agree	I learned a lot more about reef builders playing the game than I ever would have.	It was a bit confusing at first.	
Agree	I liked collaborating with my classmates.	It was hard to understand at first, but I wouldn't say this made me dislike the game.	

Agree	I enjoyed the strategy of trading to collect new species and mutations.	The little markers for mutations are clunky - it's time consuming to collect and assign them each round, and they're easy to knock off the board and lose.	While I like the images of the individual corals on the game pieces, it would be much more streamlined to play (and understand) if the pieces were more simple and color coded to type (encrusting, skeleton-building, etc.) Also, a few of the rules are somewhat unclear - examples of gameplay would be helpful.
Strongly agree	I like the fact that it is round based and not turn based.	The mutation system is extremely unwieldy in later rounds.	A revision of the mutation system would allow for an improvement of play speed. I am not sure what form this would take, but would need to limit the usage of small chips that are difficult to gather, move, and apply.
Neutral	Having a game that has science in it. I learned how different the coral species are, and how they could be affected by different scenarios. Moreover, it was fun to trade and talk how each of our coral system got affected by the catastrophe. It is a mixture of dice-board game and card game, which makes it more thrilling and exciting.	It takes a lot of time to play each round. Stacking cards in a small board and too many cards makes it complicated.	I would redesign this game in such a way that the coral builders, dwellers, and reef coverers will be given as cards and each of the group members will get random sets of combinations of species labelled with mutations and depth. They will choose scenarios through cards stacked in the middle and have to surrender the cards that die in that catastrophe. Rolling of dice can get you an additional card(s) they can choose from the set. Also, the rule of trade, exchange will be kept, and the one with more cards will be the winner.
Strongly disagree	Variety of information available to learn	Way too difficult of gameplay	Just because you can include so much science and variation doesn't mean you should for a game. If it was simplified (maybe a few less species of builders and quite a few less mutations) it could be fun. I was focused more on playing the game right than actually learning anything.
Neutral	I enjoyed the strategizing and trying to anticipate a disaster in order to maintain a community	the online version is very tedious. The need to continually copy, paste and maneuver small boxes is difficult, especially on a small screen. You also have to remember a lot of what you have, especially if you try to incorporate "stacking" - which is also difficult to do if you are not double checking the "layer" that particular image is based.	
Disagree	In theory the game does a good job of illustrating the complexity of how random mutations and variable environments change communities over time.	There are a lot of moving pieces to the game. We spent a lot of time looking for the pieces we needed. One player had fecund coral and had a lot of pieces to decide what to do with.	Some rules are confusing and not universal, such as what to do with coral stacks, so we spend a lot of time reviewing the rules.
Neutral	It was fun to strategize about which reef builders to choose and where to put them. And of course the catastrophes!	Calculating the score each round. Perhaps one side of the tiles could be the picture and the other could be a simplified color (red, blue, yellow, etc) and the point value. Then you could just count the different colors and add up the points.	Make note if the mutation doesn't continue on to the next generation. There is only 1 sentence about increased reproductive success not being passed on (on page 11). Add to the mutations definitions on page 21. Stacking directions and confusing (taking them on and off the board). Why not just leave the tiles on the board (if there are enough tiles)? If all available tiles are stacked, no offspring could settle anyway.
Strongly agree	It helped learn characteristics about types of coral	There were too many different pieces and they were hard to keep organized	

Neutral	The concept is fun and playing with classmates was enjoyable.	The online version was very finicky, it was difficult to select and move the correct pieces which took up a lot of time and patience. Moving all the pieces, including the mutations, with a mouse one by one for each step was frustrating and took up most of our time. It was also difficult to see which pieces were which because they were tiny and there wasn't enough space on each tile to see all the pieces at a glance. The directions were very long and the game was quite complex, I think it could be simplified while still keeping the general concepts/learning points the same.	
Strongly agree	I liked the level of mechanical complexity - I think it was good for simulating the different systems at play and also was an engaging level of strategic play to chew on. The conceit of trading larvae between players due to their planktonic life stage migration ability was really fun and clever. The scoresheet having the point calculations in the headers of each column was also essential.	Piece management became really complicated really quickly. We were discussing during class that a monopoly tray or a tacklebox for the different pieces would make playing the game much easier. There was some confusion as to whether stacked pieces counted toward total number of organisms on the reef, since they were specifically mentioned on the quick start rules when tallying up species diversity, but not for total population.	For the two disaster decks, you could maybe print the long and short-term disasters with labels on the backs to better distinguish the two decks. Or a playmat of some kind with spots for the decks. I think the game either requires a "banker" role to keep track of the pieces when it comes time to move them to different boards. Also the amount of time each round takes balloons the more people you have and more organisms you have. We had one player roll 3 fecundity mutations in a row and her board just exploded into boulder corals. 1) Reef Survivor is a fun game: Yes, I think the mechanics and strategy were engaging. I think I would have to play the game through twice to properly internalize everything and right now I think I have mostly learned how to play the game – it would take time and some more chewing over of the material for it to transfer from “game logic” to “this is how reefs work.” Honestly answering this questionnaire has already helped in that regard. 2) Game rules definitely require hands on application to fully grasp and the actual straightforwardness is highly dependent on “have you played this kind of game before”. But I think that’s mostly because the system you are replicating is complex so you end up with an almost Euro-game level number of pieces and moving parts. That complexity can make it less fun so some way to help with the onboarding is necessary - either a trial run, or somebody in your group who’s helping to walk people through. 3) I would want to try this with some of my board game friends – dunno how much onboarding it would take for people who don’t regularly play board games of this level of mechanical complexity. 4) I think the game mechanics make for a very practical model of reef population dynamics over time. 5) In terms of learning the material, having an accompanying lecture/followup debrief would probably be best for material learning and retention. You can understand how the game works but maybe not grasp the systems it is modelling. My group had two international students whose backgrounds were in physical oceanography, and while I can’t speak for their learning experience, they had a harder time keeping up with the rules from round to round. So having prior board game experience *and* biological experience is either necessary to play well or gives you an advantage when you play it cold the first time.
Agree	Easiest way to understand the reef system and the builders. The photos are really helpful to understand the species.	It took some time to understand the rules of the game	
Agree			
Strongly disagree	The diversity of reef builders was interesting and their different traits’ effects on gameplay added a layer of depth to the game rather than them just being random.	If you haven't played the game before or spent time reading every card it can be nearly impossible to properly strategize, which decreases enjoyment.	The game could stand to have more interaction between players other than one round of trading to make it feel more competitive and to engage the players.
Neutral	I won.	The math involved.	The atoll was a terrible map that ruined one player's game. Is it realistic?

Agree	The reef building mechanics were entertaining, and I liked rolling for mutations. It added an extra layer of random to get the drop on your opponents.	Taking all the little mutation pieces out of the bag and marking them down on the reef builders then having all of those be added to the nursery WITH mutations and oh I got a few mutations that doubled reproduction so now I need new juveniles with mutations and--you get the picture. It became very hard to manage at a certain point and I kept losing the pieces. Also some of the disasters had strange wording, I wish they were more specific because at some points we just guessed (ex, glacial long term disaster, do the organisms return after the one round? Is the shallows now unable to hold organisms prior to the one round?).	
Strongly agree	I liked how the disasters affected the reefs we built up in various and unexpected ways that would either wipe out the organisms we amassed or left them in more or less the same condition. Despite our best planning, the disaster events had us with our fingers crossed hoping that we would be spared from a catastrophe which I found enjoyable and educational.	The instructions were a little hard to follow at first with some rules being a bit too ambiguous, more straightforward instructions would surely improve the game.	I have nothing more to add.
Neutral	The design of the pieces and quality of the board was great.	The instructions need some flushing out, potentially including example scenarios or more descriptive house rules.	
Agree	Personally I found the game to help visualize and see properties of a reef in motion which helped cement knowledge I had already seen and learned in class. Gameplay wise my favorite part of the game was rolling for mutations and seeing the random factors that may impact our reefs.	I noticed a lot of various sponges and corals with similar repeated stats which could be an opportunity to add more strategic options to base stats. On this topic reef dwellers could be paired with particular reef builders for another buff as an interesting gameplay mechanic.	I actually really enjoyed the randomness aspect for light hearted play. however, I imagine for a game that wants to add strategy randomness is hard to balance without some ways to counter. There were a lot of times where the only strategy I saw was to diversify and spread out across the various depths but many times the board I chose (Atoll) got the shallows wiped out regardless of mutations or present reef builders because I didn't have a land. Gameplay wise I am unsure how to balance the science with gameplay.
Strongly agree	What I liked most about the game was the different types of board set ups you could choose from and the different information about the reef builders, and the mutations that the reef builders could get.	Some of the rules were a little confusing/vague. The time for the reef dwellers to eat the fleshy algae wasn't really defined so my group and I kind of just floundered over it.	
Strongly disagree			I saw this as a game. I didn't really see any learning opportunities. It was just a time to sit down and interact with peers unfortunately, and go through a few steps in a game. I think that it would have been more interesting if there was some scientific component to it. The concepts that we covered seemed more suitable for a middle school or maybe a high school science class. Please don't let that seem too negative! So much effort clearly went into this and I am very impressed by the layout and concepts covered in it. I just think that it needs to be much more challenging and perhaps it is not for an upper level undergraduate class.
Strongly agree, Agree	The way you can strategize to make certain reef dwellers for every situation, I liked how it represented several reef communities	I didn't like the way the algae worked	The game was really fun and entertaining
Agree	I liked the competitiveness and complexity.	Some of the instructions were a little confusing.	you should make a game similar to D&D with a science focus too, after you finish working on the reef game!
Strongly agree	I liked collaborating with my classmates	Some of the instructions were tedious, and I wish I understood exactly why my environment won the game.	
Disagree	it taught me something new	it was not very engaging	n/a

[illegible]

Agree	I really enjoyed the strategizing, and level of thought that I had to put in when determining which board I wanted to use and where I wanted to place my reef builders, as well as which specific reef builders I wanted to risk mutating, as the mutations could be bad or good.	I really thought the process of counting up all the points at the end of each round ground the whole game to a halt. I understand that being a competitive game the points at the end of each round must be tallied up but every single time we got to the counting part it was always an "ok lets get this over with" response, there really wasn't much excitement to finding out how well or badly we were doing.	I think that the dwellers were not very useful, since they are only able to remove 1 piece of fleshy algae per turn and every turn 5 algae was added, so most times we didn't even bother removing algae as we were just gonna add more to the board at the next step of the game. I also think that the lack of special traits and characteristics for the dwellers really hurt the game. While the choosing of builders required strategy, it seemed that for the dwellers it didn't matter which one was chosen, so it was just a matter of grabbing the first one you pulled out.
Agree	The interactions with others though trading reef builders	The amount if fleshy bacteria added per phase was a bit too much. If possible to reduce from 5 to 2 or 3	
Agree	I like how it was different from other board games as we had a lot of time between rounds to prepare and strategize.	Pieces were small and finicky and some rules were confusing for first time players.	Bigger boards would benefit the game greatly.
Neutral	I liked the amount of choice we got with choosing out initial players and reefs and placements.	The rules and instructions are so complicated and there was a lot of algae that had to be added.	Make the rules more simplified. Each million years took forever.
Strongly agree	i enjoyed trying to figure out the best way to set up my reef, and what reef builders would benefit me the most.	The rules are very complicated and the scoring is confusing. Maybe less rules and more clarification on the scoring and roles of each organism.	way too many mutation pieces.



Strongly agree	The individual game boards- having complete control over you environment	a lot of the game pieces were similar looking, the rules were also laid out in a confusing way	more simplified rulebook so referencing it isn't as hard- maybe more visual?
Agree	I didn't really have something I liked the most	The length and complexity	Nope
Strongly agree	very unique game, never seen anything like it	the amount of pieces ruined the game for me	try to create the game into an online version so then there won't be any pieces. Have the game be synced between everyones devices by a code like Kahoot.
Neutral	The strategizing-- trying to figure out what scenarios would be the worst for me, then trying to build my reef to negate them	More opportunities for mutations. There weren't enough for them to do much of anything	
Neutral	I liked being able to pick what reef builders I wanted in my reef.	The instructions were not clear.	
Neutral	It was engaging	The instructions can be improved to start.	No
Agree	Diversity	Algae	More simple directions
Neutral	It was pretty fun to play and was pretty informative.	It was a bit too complicated and the directions seemed to be a little confusing.	
Neutral	The uncertainty of the catastrophes	More use from the reef dwellers	

Neutral	I liked that it was indicative of problems in the real world. And that you learn what keeps reefs thriving and what could endanger their health.	There were so many rules that it was sometimes hard to follow.	
Agree	I enjoyed how strategic the game is while combining it with oceanography and being able to choose different environments to play.	The amount of game pieces required to play	If there is a way to make game pieces double sided so there is not as many pieces to keep track of. Random Ex. Boulder coral and branching coral on same piece and one flips it to the side they are going to play.
Strongly disagree	It was built like a dudgeon dice game	It was too complex, and the rules were not clear	The game should be made digital instead of being table top.
Agree	The strategy	the counting, the many different cards, and the pre lab questions. this would be way more functional and fun as a computer game!!	no
Neutral	i liked that it could be competitive and it used real species.	There were so many variables that it took more time checking the instructions than playing the actual game.	I would limit the amount of species that you include and make everything worth one point.
Agree	The diversity of reef builders	The coral triangle was unnecessary. You could just pull from the bag.	
Agree	the disasters	there is a lot of counting which was the only downfall	the handbook has good info but I feel like it needs to be a little more simplified for people outside of stem to read or like a little more direct and simplified.
Strongly agree	It allowed me to customize my own reef	Too many pieces to have on one board	Na
Neutral	The reading feature to make the game more cooperative	Counting diversity since it was hard to distinguish species.	Add whether or not a builder is also a recruiter directly on the tokens.
Strongly agree	The disaster made the game chaotic which was fun	Counting diversity was a little difficult but definitely took longer	
Neutral	I liked how much strategy it took, and how each of the different boards and organisms had different benefits and detriments.	I think counting diversity points was very difficult, the coral triangle zone really didn't have a purpose, and it was hard to tell what organisms already had what benefits or if they were recruiters because there was no notation or symbol on the tokens themselves.	I think adding small symbols to the tokens to notate what qualities they have would be helpful.
Strongly agree	I love how in depth it went, all the detail in the game pieces and the different environments we could use	There needs to be more clear instructions in certain sections and some of the instructions were too long. Another thing is having a legend for all the symbols in one place instead of scattered throughout the sections and clarification that the white part on the depth range means those aren't depths the coral can be on	It's really fun! However, it can be hard/take a while to get the game started if you don't have a decent biology background and it can make enjoying the game hard

Disagree	I liked being able to compete with my friends and I like how there was a cheat sheet for everything because there was a lot to remember	Very science heavy and the pre-lab questions felt like doing HW which made it less fun	
Strongly agree	it was fun and educating.	simpler instructions	no
Agree	I liked being able to strategize which reef builders I wanted in my reef based on their advantages.	I think it was a lot of fun and it had a good amount of educational material without taking away from the game-play.	Not at this time.
Agree	It was dynamic.	Could have less beneficial mutations/more harmful mutations comparatively.	Player choice stopped it from feeling random. Maybe if there was a way to randomly put the mutations or algae on different organisms?
Strongly agree	I liked the added mutations and how we could trade our juvenile to migrate to grow our population as well as diversify it.	Too much fleshy algae	No
Agree			
Strongly disagree	We were competing and we each had different reef environments. It was interesting to see how different catastrophes effected each environment differently.	At first, the instructions were confusing. And the questions in the post lab seemed redundant.	
Agree	I really liked the visual interpretation of a reef community, and how mutations and environmental events effect their growth through time.	I disliked the complexity of some of the rules and the organization of the pieces during gameplay. There were a few instances of confusion that slowed the gameplay way down. I wish there was a tray of some kind to keep the organism pieces together while still being easier to access than multiple bags.	I would love to see the number of mutations for the organisms be randomized a bit instead of only two per round. For example, there could be 1 to 4 mutations based on what number you role. 1 for die numbers 1-3, 2 for 4-6, 3 for 7-9, and 4 for 10-12.
Neutral	The concept was easy to get ahold of	It would be helpful if the reef builder tiles had the names of the species on them, at least on one side. That was the main reason I feel like I didn't learn much, because I just kept calling them "the round one" or the "pink one". Everything just blended together on my game board.	
Agree	killing everything	need more simple instructions	no
Disagree	The disasters	I felt like it took to long to set up as well as remembering every step while playing. We ended up forgetting about the triangle all together.	I know it's a lot but I feel like a digital version you could play on your phone or a companion app to help reduce the about of pieces and act as a real- time guide would make the game way more fun and less confusing. You could focus more on learning and less on the "what's next?" and "Am I reading this right?".
Agree	I like how competitive to was.	I felt like the directions were hard to figure out at the beginning and the game went really slow but once we figured it went good.	My group got confused with the directions when it came to the "phases" and "rounds", maybe specify that a little more. .

Agree	Mix of strategy and luck with a good refresher over types of corals	The game mat/board could be bigger to accommodate the chips and mutations	When we played (geology students), we were all familiar with reef systems and this was a good refresher
Agree		The only issue I had was the duplication of every reef builder. Sometimes that meant tracking down more than twenty pieces from different baggies. However, some sort of bowl or tray would have made this much easier.	Maybe some sort of organization tray would be helpful?
Strongly agree	Although someone may be in last, they can easily get to first if they play their board right.	The set up process was a little lengthy.	Swapping out some reef builders with preferred offspring when your board is full.
Neutral	Educational	Too many pieces, rules were confusing	Way to complicated in set up, too many little pieces, hard to calculate winner or remember all the rules. Educational but not really fun, needs to be simplified. The art is beautiful though and it is very educational
Strongly agree	the variety of organisms	i wish the boards had more squares	maybe use easier to distinguish builder pieces
Agree	I enjoyed learning about the different traits the different reef builders had and using those traits to strategize my game play. I also enjoyed the mutation ideas and rolling the die to see which random one was given.	I did not enjoy how much prep went into the game to be able to understand what I was doing, but I do understand the prep is needed in order to gain knowledge about the evolution of ecosystems and strategize the game play.	I believe this game is a great tool for educating reef evolution, and I did enjoy playing it with my classmates. While the instructions and prep were a bit long to get through, I believe they were necessary in order to understand, enjoy, and gain knowledge through the game. As for me, I believe I would have understood the instructions and rules a little better if there was a video of an example play through that I could watch and listen to while going through the instructions/rules.
Strongly agree	Honestly, it was so much fun playing with my classmates. It's a great way to bring engagement into a classroom.	Nothing is really coming to mind. It was a really well done game except how dusty the pieces of the game were but I figured that cannot be helped.	I cannot really think of anything big, but one thing came to mind. Pre-lab questions, learning the rules, and set up all together took much longer than we thought it would. It might be nice to let people know how long it might take. The game itself went by at a good pace once my classmates and I got the hang of it.
Agree	The visual aspect was fun to look at	Rules are not the easiest until you start actually playing.	Needs a large warning about the amount of soot that that will be all over everything.
Agree	I liked the different board layouts and the trading aspect.	The pre-lab was a little lengthy. I feel like we were worn out by the time we got to play after completing the pre-lab and setting up the game. Also, there was a LOT of soot. I understand why there was soot, but it was a lot.	I think some type of divided box in which you could put all the pieces in would be nice. It was difficult to keep track of all the bags and tiles.
Agree	It is a fun game getting, to a point where you can start trading corals was really fun.	The game play takes a bit of understanding - once you understand it is easy to play but initially - the instructions could be a bit clearer.	If the long term disasters and short term disaster card could be a bit more distinctive
Strongly Agree	I enjoyed the opportunity for competitiveness while also being able to learn	The rules were a little complex, but that's expected of a game with as much learning as this one	no additional feedback
No Response	No Response	No Response	No Response

No Response	No Response	No Response	No Response
Agree	It was complex in a good way and it was fun to build and design our own reefs.	It took forever to copy and paste all the organisms when they reproduced, but I think it would be much easier in person.	This game is genius & very creative, I thoroughly enjoyed it!
Disagree	My favorite part of this game was when we could trade organisms to simulate migration.	At times it felt like there was too much going on- mutations, reproduction, deletion of algae, having to take screenshots of the board- but this is most likely due to the limited amount of time during lab.	This game was a lot more fun than the taphonomy game. It was much easier to understand and thus more enjoyable.
Strongly Agree	I liked that this game had no attacks on other players, every player did their own thing. I thrive without conflict in gaming, so I like this game.	I did not like playing on jamboard. I think this makes the game more confusing having to flip back and forth between slides.	Nope, but I like the graphics and gameplay of this game significantly more than the taphonomy one. This is also because this game lacks the mechanism of attacking other players.
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Neutral	I liked being paired into teams and forced to collaborate and share the strategies we developed in our pre-lab.	The only way this could have possibly have been better was if we had been able to play in person. I was pleasantly surprised by how much I enjoyed this one. I usually hate board games, in honesty.	The nurse past of the game is pretty confusing, and hard to line up over a zoom call on jamboard. Maybe that could be made simpler?
Disagree	I liked working with a partner as they helped me understand the game better.	Playing this game online made it difficult to keep track of the game.	The instructions are a bit difficult to understand. I had to go over them several times before and during the game.
Agree	The evolutions and mutations were fun to get, seeing your luck either do you well or terribly was a bit exciting.	I was very confused as to what was happening in the game. I felt like a bit of an idiot remembering all the rules to be frank, I had difficulty remembering.	n/a
Neutral	I liked how it was interactive, and seemed easier to understand than the game from last week's lab.	Moving each individual piece on the board was difficult and tedious at times.	No Response
No Response	No Response	No Response	No Response
Agree	I liked all the different factors you had to consider to increase your reef's chances for survival; placement, mutations, trading species, starting board, starting organisms, reef dweller selection, etc. all had to be considered based on knowledge of reef organism strengths and weaknesses.	The board did get a little messy and harder to follow as more pieces were added throughout the game, but this may also be because of the limitations of playing the game virtually.	No Response
Neutral	I liked being able to choose between different environments.	The disasters were pretty devastating, it became impossible to keep spaces clear of algae.	Not at this time.

Strongly Disagree	I enjoyed creating a strategy. The handbook explains the science behind the game very well, and I felt like I learned something.	I think the game is fine, but the jamboard mechanics continue to interrupt the flow of gameplay, leading to lots of frustration and wasted time.	While the handbook is quite detailed, I think the benefits of using this game as a learning exercise could be maximized if there was an introduction lecture to go over the systems and the organisms.
Agree	The game was enjoyable by playing with our own selection of not only our own organisms but also our own choice of board (our reef). This meant that everyone could choose their own format and come to different results based not only on what happened to our community but also by the early choice we made.	What I liked least about the game was the fact that it took way too long to play, even with entire rounds taken out of the game. My group was only able to get through two disasters and were not able to get to full experience.	The instructions for the game were rather long as well as the game itself, and could possibly be condensed slightly. Otherwise, the game was rather enjoyable. None that I can think of
Disagree	It was a nice break from normal labs	It was hard to play online	
Agree	The strategizing.	The inability to diversify if other players did not want to aid you.	Not that I can think of at the moment.
No Response	No Response	No Response	No Response
Neutral	I liked that it was collaborative and that I had team mates to discuss my strategy with and ask questions too.	Our lab period was a bit disorganized because our table was a bit confused about the rules over Zoom/Jamboard. There was just a lot of rules and instruction, and it took some time to decipher.	I don't know how you would cut down on the rules of the game without taking away from the learning that is in each phase. I think it was just more confusing online than it would have been in person, where we can actually physically collaborate more, and we aren't having to minimize and maximize our boards to see or copy tokens.
Disagree	I liked the different environmental events and how they impacted different organisms.	Too long and a bit confusing, could be pared down a bit, there were quite a few elements at play.	I really like this game and way of learning material but I wish it was a bit shorter and less complex given the time we have to play.
Neutral	I like being able to form my own reef and making decisions that would help my reef.	Sometimes I would forget about what depth a specific coral could be, but it was well adapted to jamboard.	Not really, I enjoyed the game!
Strongly Disagree	N/A	N/A	No Response
Strongly Agree	The trading aspect really added to the quality of the game. It added a competitive edge that forces the player to consider the benefits and drawbacks to each trade and that in itself is the process through which they further their understanding of the material. Felt like playing Catan. I had to actually know the rules of the game (aka the material) to catch when my group didn't realize that they couldn't support 12 reef dwellers with only 8 reef builders who can accept dwellers and so on.	I didn't recognize the different reef builders by sight so I had to keep referring back to the handout the entire game which is a bit inconvenient online. Possibly adding the name to the pictures as a banner on the bottom would help. I think here I would want to mention the number of catastrophe happening was pretty low: compared to "Dead and Fossilized", the number of dangers the reefs could face was small. In "Dead and Fossilized", the fossils were constantly threatened by other teams and additionally by disastrous events, and here it was not hard to obtain a large amount of reefs (especially considering the number of reefs picked up every round).	To my knowledge the only purpose of the reef dwellers was to eat reef coverers. I didn't really understand the explanation on how they move and stuff because, from how we played, we just left them off to the side of the gameboard and just made sure to have them eat and also verify our ability to maintain them.
Agree	I think the best part of the game was that there actually were different strategies and ways to predict the catastrophe (or more like become prepared for it) once you understand all the rules of the game.		I would just add a possibility of hurting other players' collection, just like in "Dead and Fossilized"

Neutral			
	I deeply enjoyed the concept of this board game. I am a huge fan of board games and I thought this one was really good. I only wish that we had more time to finish the game.	Just that it was played on google jamboard. I would really have liked to play this in person. Also maybe even more mutations would make it fun.	Make more games. I am a huge fan and I love the sciency games.
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Strongly Agree			
	I like collaborating with my partner on how to build our reef, that was definitely how we experienced learning about how reefs work and how stresses affect them.	I think that the management of all the pieces was slightly overwhelming but after getting the hang of it, the game was really fun.	The fact you even considered trying this approach to learning I find marvelous, thank you Dr. Martindale. I have no relevant feedback to offer.
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Strongly Agree			
	I liked that the game had very clear rounds that repeated so that it was simple and fun to try and strategize for the next round. I also liked the trading aspect.	This is probably an online issue, but it was clunky to try and move the pieces around and to add new pieces to your board (this is probably due to the copy and paste tool and having to use it several times on small game pieces).	I think in the future it would be nice to have a website to play this on rather than jamboard if the game HAD to be played in a virtual setting (I know this requires a lot of time and coding and the jamboard worked fine, but online works the easiest with automated computer commands)
Neutral	I liked that we got to collaborate in small groups to plan out a reef.	N/A	N/A
Agree	You have to plan ahead of time or it becomes harder as time progresses.	Not sure how to recommend since it might make the game less scientific but everyone on my board chose the Atoll since it didn't have land and was a good balance. Maybe some more incentive to choose the other boards? Or maybe I do not know the value of the other ones.	Very interesting concept and gameplay!
Strongly Disagree	The ability to not only choose the organisms you started with but the environment as well.	Possibly some way to place the game faster (cutting to two rounds or playing the game faster). In my room, no one wanted to talk so it took very long just to get through one round. I think it would move a lot faster if each team was called upon to see what their move would be.	I think I stated all I had on my mind above, thank you!
Disagree	I thought the game was well put together.	I'm not sure.	Not really.
Agree	I liked how there were so many different pathways one could take to result in different outcomes; it really made sure to keep the game interesting and players on our feet!	I think that there could have been less options for the reef builders; I found it difficult to remember everything that applied to all of them specifically.	I don't think so it was fun!

Disagree	The game was pretty and well set up. It was organized.	There were a lot of things to keep track of. There were a lot of moving parts that made it confusing. I didn't like how in the pre-lab we planned for our own game board and then when we got to lab suddenly we had to work with a partner. I wish we at least prepared for a partner.	Maybe add the organisms' names under their picture so the players don't have to match the picture with title all the time. I am not good at memorizing names.
Agree	Actually going through the motions of the game really helps me understand reef processes.	We only had time to do 2 rounds and already the stacking in our reef so was confusing and hard to navigate (this is partially jam board- I'm sure playing this in person is easier)	I like the games in lab, they are very helpful! The reef game has a lot of "moving parts" and the stacking of the builders, mutations, algae, and dwellers get a bit confusing on a small board.
Disagree	Working in groups and it's a fun way to learn about natural selection and evolution	It takes really long learn how to play, I could not understand how to play until after the lab was over. I also think that there are too many mutations and traits to keep track of.	Nothing more
Strongly Agree	I liked how we can build our own reef however we want.	It was very confusing and it took a long time but that may have been because it was an online version.	Maybe make the game a little simpler for the online version to make it go faster.
Agree	I especially liked the stackable ability in this game, I believe that made it much more variable and open ended, allowing us to invest more into the game.	I didn't like how long rounds lasted, they dragged on after a while. Perhaps making certain stages shorter and some longer would help game progression.	I think this game was very well thought out and has a good baseline in terms of goals and setup it also has a very clear ending which is crucial. However, in between is a little more complicated which in itself isn't bad, but coupled with the long runtime, can be tedious.
Agree	I liked how it felt like I was building my own unique reef.	There was nothing really. I didn't know the game would take that long though. The only reason it took long was of having to minimize the icons and drag and dropping.	Nope! Question 15 was my only concerns!
No Response	No Response	No Response	No Response
Strongly Disagree	I liked the freedom you had in choosing your board and the locations of the corals.	I didn't like how long it took to copy all the corals and mutations on jam board every turn.	I personally think the rules were a bit long. (The gamebook is 25 pages) My least favorite part is that it takes a lot of time to learn the rules and I feel like that can be simplified. We had to watch 23 minutes of prep videos for this lab and I honestly think the content of those videos could have been in a 5 minute video.
Disagree	I liked that the game went through a variety of fossilization processes.	I didn't like that the game was single-player compared to the other that was played in groups, only because the game wasn't easy to pick up and learn right away so it was difficult to interpret on your own.	I have no other feedback.
Neutral	I enjoyed working in pairs and collaborating.	Maybe label the organisms? It took me a second to be able to recognize them fluently.	Other than labels, I'm not sure
No Response	No Response	No Response	No Response
Strongly Disagree	I liked the design and the concepts.	I felt like the rules of the game were more confusing to me than the science it was supposed to be teaching us. I think it would have been better if we were in person, but playing a board game on jam board is tedious and difficult. We spent more time moving and deleting game pieces than actually playing or discussing any material.	This game was well thought out, I just think playing it online was very difficult.

Neutral	I thought the game was fun and enjoyed the different environments we could choose.	The way the game is played, and the possible mutations and organism types one can get, one can easily take advantage and quickly get a massive population of one type of organism in just 2 turns. Furthermore, if the right organism is chosen to do this with, there's really only 1 disaster that could negatively affect the reef. This is too easy to exploit.	Fix the exploit of choosing all starting organisms as a single type of strong organism that allows players to rapidly accumulate a large colony of a single type of resilient, and hard to falter organism. This can be done by limiting how many of each type of starting organism a team/person may choose.
Agree	I like that I can play and learn at the same time.	I think that playing in a group would be better	I would prefer playing the game in a team rather than solo
Agree	I liked seeing how much my reef grew and what I could do with the mutations.	The instructions were a bit difficult to understand and the flow of the game was a bit off.	Fun game, but it's a bit hard to follow. Maybe have a more straightforward and general instructions of the game.
Strongly Agree	I liked the competitive atmosphere and team aspect of it. The shorter time length was also nice.	There wasn't anything too bad about the game, I just never noticed that certain animals couldn't make reef dwellers which caused a lot of issues for me haha.	No feedback needed the game went smoothly.
Disagree	I liked that we could pick our own environment and strategize off of that.	Some of the rules were a little confusing.	We were unable to finish the game during our lab so I would suggest shortening it.
Agree	What I liked most about this game was being able to work with someone else as it helped me clear up misconceptions and realize that I had huge deficiencies in my strategy before starting the game.	I think what I liked least about the game were the instructions as they were a bit more confusing this time around than with the last game.	Other than what I just mentioned, I think this game was pretty good and enjoyable, even in its current jamboard form.
Disagree	It was an interesting concept.	It made me sad seeing how reefs can easily be destroyed. Alas, that is how it is in real life, too.	N/A
Agree	The ability to strategize based on location of placement	The lack of sabotage	Sometimes the instructions felt inaccessible in the way that they were worded--particularly in the instructional video--as in they used what felt like academic phrasing which kind of shut off my brain as I was trying to learn a game. Especially in a high school setting, I could see myself being disinterested in trying to learn the game mechanics because of this. But the concept of the game was really enjoyable and as I was playing I enjoyed it more and more.

Agree	The team aspect	The algae takes over super fast	N/A
Disagree	The educational factor.	The rules were a little unclear, perhaps so a practice round on the video of how to play.	n/a
No Response	No Response	No Response	No Response
Strongly Agree	I really liked the idea of managing the coral and having choices at different stages and easily being able to adjust strategies.	It felt like there were only so many opportunities to really get back into the game. I guess this makes sense given the topic but less fun.	N/A
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Strongly Agree	learning about the reef environments	nothing	N/A
No Response	No Response	No Response	No Response
Strongly Agree	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Agree	Made you strategize and think	N/A	N/A
No Response	No Response	No Response	No Response

No Response	No Response	No Response	No Response
Strongly Agree	Collaborating with my team was fun	N/A	N/A
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response
Agree	Very competitive but still learned a lot	Rules are complicated	No Response
No Response	No Response	No Response	No Response
Agree	No Response	I enjoyed the collaboration aspect of last week's game more	No Response
Neutral	No Response	No Response	No Response
Agree	Strategies and the layout	Nothing	No
No Response	No Response	No Response	No Response
No Response	No Response	No Response	No Response

Neutral	I liked being able to pick my own coral, instead of being assigned them. I also liked that we could trade coral with each other to make our reef more diverse.	I disliked that some of the rules were vague and that we had to put 5 algae on the board each round. My reef was infested with algae.	I think having more of each reef board would be nice. Like 4 each board, instead of 2 each board. This way every player has a choice to get the one they want, instead of first come first serve.
Agree	I enjoyed the harshness of each disaster and the strategizing that must incorporate these dramatic changes.	A more well-distributed balance of devastating and inconvenient disasters. Losing a major portion of the coral every time isn't very fun.	No Response
Agree	I liked trading with the other groups, you really had to bring out your inner bargainer	The steps and instructions were a bit confusing at times for me personally	N/A

Neutral	I liked the duality of the evolution dice rolls. On one hand, you can get an evolution that can extremely benefit your organism but on the other hand, it can also kill all of that organism's population depending on the events.	I wish I could play more actively instead of waiting for my next move.	I guess that many high school to college-aged students are impatient, so making the game a little faster might increase concentration.
Agree	Instructions were fairly easy to understand, especially in comparison to the last game.	It was very repetitive.	Maybe create a round that differs from the others so it isn't so repetitive?
Agree	The mutations in the game are an interesting facet.	Starting off, it was a bit hard to comprehend the rules.	n/a
Strongly Agree	I was very interested and there were a lot of different paths to take to success.	The rules were very long and quite convoluted	I would suggest making the rules more streamlined, there were just too many things happening and too many things that affected other things to consider.
Strongly Agree	I loved that you weren't explicitly against other people (in terms of like- the taphonomy game, where there were ways to attack or sabotage the other teams), and how it was a chill game where you could focus on yourself and still have friendly contact with other reefs (the trading aspect).	It's not a complaint, but it would be cool if for some of the short-term disasters or maybe even a long-term one, there was a die roll to see how much it would impact your reef (potentially lessening or worsening the effects of a disaster).	Nothing, just let me know when I can buy it!! :)
Agree	I enjoyed the diversity of organisms involved in the game and the variety of topographic settings we could choose from to place the organisms in.	This game was a bit less enjoyable because it was fairly solitary, you don't really collaborate or compete against your peers because everyone has their own unique game board so you're kind of just going through the motions.	I think maybe combining the reef systems of all the players so that everyone's actions has more of an impact on each other would make the game more fun. Working in teams in the last game encourages you to actually discuss strategy which I feel like helped tie in the science more.
Agree	I liked when the corals repopulated and I enjoyed mutating my organisms.	Some parts of the game were really confusing. For example the mutations didn't always cancel out, I wasn't sure what to do after rolling the same mutation multiple times on one organism.	I would have really liked it if there was one large game board instead, then we could compare and contrast how our reefs were doing.
No Response	No Response	No Response	No Response
Strongly Agree	I liked the freedom of getting to choose my own game board.	I found myself always going back to look at the rules, and it would take me a lot of time to complete a turn. I had a hard time with the rules.	I think the game has a lot of potential, but I felt like some reef builders were useless compared to others.
No Response	No Response	No Response	No Response
Neutral	Everything was perfect. It is a very fun game.		
Neutral	-competing with other and learning something out of it.	It was perfect!	Everything was great

Strongly Agree	I like the competition aspect.	There is a lot to keep track of in the game.	N/a
No Response	No Response	No Response	No Response
Agree	Getting to chose which reef builders I started off with	The instructions were confusing at times	I really really loved the vertical slip of paper I had with simplified instructions. I found that very helpful in understanding what happens at each round of the game.
Agree	I liked how even though it was mostly an uphill battle, it did feel balanced even as we got to the later stages and corals were dropping left and right. The storms caused just the right amount of damage, while the reef dweller system was perfect for keeping algae in check.	I think the fact that there is a rule allowing a player to get bonus points for pointing out another player's mistake speaks to the complexity of the game. It is understandable, since it is a complex subject, but the game is indeed very difficult to get the grasp of at first.	I think it would be beneficial to have labels on the chips that are used for the corals and other organisms. It would allow us to quickly pick them out and differentiate them (esp if you have pattern recognition/colorblindness problems) instead of relying on the images alone. The carbonate algae, encrusting sponges, and microbialites, for instance, look very similar
Strongly Agree	I liked that there were plenty of creatures to choose from in terms of diversity and that there were a lot less disasters than the taphonomy game.	I disliked the counting of things because it was very repetitive and also the algae because it was always there even though we had a lot of reef dwellers.	Overall i think it was a good game, i feel like there is a bit more strategy and collaboration to this game so it might be harder for younger children.
Strongly Agree	I liked the competition because it allowed me to reflect on where I went wrong and how to improve my reef. It made me realize what is needed to grow a strong environment and learn what adaptations/mutations help in certain situations.	Overall I really liked the game and there were no moments that made me think that there could be room for improvement. It was a good balance between educational and fun, and after the first round, it was easy to follow the rules.	I have no other feedback, it was a great game and I learned a good deal from it! I would love to play it again!
No Response	No Response	No Response	No Response
Agree	I liked being able to collaborate with a partner against other teams of two	I thought the rules were a bit tedious at first and it was kind of hard to follow for the first few rounds.	I feel like the game could be quicker/shorter altogether, maybe make the rounds faster or lose a round
Neutral	This game was enjoyable to play due to the fact that teams weren't competing against each other and that the variability in terms of factors weren't repetitive. There were many layers to how the game played out with different rounds and a chance to win more points based on focusing on certain strategies (focusing on reef builders that supported reef dwellers). The threat of having reef builders being destroyed or negatively affected via the short and long term events as well as the fleshy algae made us less complacent in our decisions in the game.	The game was pretty complicated to play in the beginning so it was a huge learning curve for playing. However, the cheat sheet made it much easier to reference what we were doing in the game. Besides that, I enjoyed most of the game mechanics and how it was structured.	For an educational game, I think that the game serves its purpose in terms of teaching about mutations but I was wondering how the reef game would tie into speciation or adaptive radiation. I believe that this game shouldn't have those criteria since it would over complicate things.
Agree	There were enough unexpected events to keep things interesting.	It was a bit repetitive at times, and going through the reproduction process got stale at times.	No Response
Agree	I liked random the events were and how they affected us each differently but the same.	It was hard to understand things at first and I had to constantly ask my TA questions.	I wish it was more competitive. The game feels too solo compared to other games.
Agree	The best part of the game was strategizing how to combat certain impacts of the environmental disasters.	My least favorite part of the game was putting the pieces on the board, and taking them off. It was so time consuming because of how many there were.	I definitely think that the educational aspect of the game is solid. However, I would focus on streamline the different phases of the game. It's to time consuming.

Neutral	I liked that the game had incentives for the lowest scoring player and that you were scored on a round to round basis, it kept things more balanced.	I think there is a bit too much algae given every round, I found myself overwhelmed with them and the dwellers did not do much to help that.	n/a
Neutral	I liked the different reef boards, it really showed just how impactful the physical environment is on the game.	There wasn't much I didn't like about the game, it just takes a while to get used to.	N/A.
No Response	No Response	No Response	No Response
Strongly Agree	I liked that we were able to trade and make deals with other players.	I felt that tallying points was confusing and could use a bit more clarifying.	I felt that the game was really fun and informative, thank you!
Agree	It was competitive and well-balanced in the fact that everyone could get points.	I didn't like that we had to put five fleshy algae every round.	To make it more science-related.
No Response	No Response	No Response	No Response
Agree	the way in which all of the boards are different	complicated	no
No Response	No Response	No Response	No Response
Agree	how peaceful it mostly is, it's kind of relaxing to foster a reef community.	The removal of algae sometimes felt useless cause I would end up removing 5, but then just adding 5 all over again.	Maybe add more reef dwellers.
Agree	I liked the that we have the ability to make choices and that we would have to adapt to the effects our choices had on the game play. I got to learn along the way the best way to try to improve my coral reef. I also liked how we got to communicate with others to trade builders.	The set up was a little bit difficult and with the time given, it felt rushed near the end and we had almost skipped some steps because we were in such a rush to finish. We kept forgetting to grab from the triangle which is probably why our table had such a low point average.	I believe with someone to guide you along for the first bit, it could go by smoother, it's just difficult when everyone playing doesn't fully know what's going on.
Agree	I liked the strategy of choosing which corals to mutate and where to put them. This made it feel like the way I played unique and not repetitive if I played it again	I didn't like how it wasn't very engaging in terms of the game and competitiveness aspect. The overall step and play of the game was repetitive and not very exciting	I think if you make the game more engaging and interesting, students would learn from the game more
Agree	What I liked most about the game was that it forced you to think about what you were doing before you did it.	It seemed like I was either playing the game wrong or other people understood the rules differently than I did. I think the rules could be a little more clear, but it was still a good game.	n/a

Agree	The collaborative element. Strategizing with a friend and with other reefs to try and improve your own was very fun.	It is a little convoluted, but that's not a hard complaint. It's just that kind of game.	Not really. It was a very fun game.
Strongly Agree	I liked the pictures on the corals and putting the corals on the board.	The instructions for reef dweller recruitment were unclear.	The game could be a little more competitive
Agree	I liked how we many more options for survival than the last game.	I liked everything.	Nope, it was perfect.
Strongly Agree	I liked the trading with other players, building deals and making bets was fun.	This ones rules and material were a lot more complex, and it took my a bit longer to get the hang of what was going on. The pre lab strategizing didn't really help that much compared to just figuring it out by playing.	maybe put labels on the organisms or a brightly colored background because they all kind of look similar and it can be hard when counting for diversity.
Strongly Agree	I liked how we were on teams for this game, also how we got to choose our own board game!	I didn't feel like we were playing against another team much. If i was to play this game not on a team, I would feel like I'm playing the game alone. There wasn't that much engagement with the other players. It also took a lot of time to take the pieces on and off the board, it was a bit too meticulous for my preference.	No!
Strongly Agree	I like that the game allowed me to compete and strategize how to win the game. I learned a lot more because I got to process everything in my mind before I moved any of my pieces. It was almost like a game of chess in my opinion.	I really did not like that the instructions to the game were so long. I get that the instructions are a vital part in the game but if they could be shorten I would do that. Other than that the game was really fun and I enjoyed it.	No overall the game was really interesting and fun to play!!
Agree	I liked the diversity of the disasters, and how it helped me understand how real life coral reefs can be affected by various disasters/environmental changes.	I wish the game was more competitive	Maybe have more interaction between each player's reefs, like along with trading maybe have possibilities to sabotage or interact with their reef
Strongly Agree	I really enjoyed the collaborative aspect of the game. It helped me to learn the material better. The building stages of the game were very fun. You got to choose your organisms, mutate them, and trade juveniles with others. That was by far my favorite part of the game.	Some of the rules were a little hard to follow, especially at first. It took time for everybody to really get into the cycle of the game play. My partner and I already had ideas going into the game because we read the rules ahead of time, but if I were to play this with my family or other friends who are not as well versed in geology, they might have trouble figuring things out.	Overall, I liked this game a lot more than the taphonomy game from lab 5. The environmental dangers felt a lot more real, and I felt very protective of my reef! This might be due to the fact that the organisms are still alive in this game. Great job!
Neutral	Nice illustrations	Pre lab assignment too long	No Response
Strongly Agree	How we got to trade organisms after every round.	How time consuming it was.	Nope!
Strongly Agree	I liked the fact that there was both a collaborative aspect and a competitive aspect. Strategizing with someone else rather than just on my own helped me familiarize myself with all of the material rather than focusing in on one aspect. The competition between teams was also fun.	There was a bit of confusion around the bonus points in our game, but that was really the only difficulty we had! We couldn't tell whether meeting the bonus point requirement for certain achievements several times over affected the point value.	Nope! It was a really fun, informative game!
No Response	No Response	No Response	No Response

Neutral

The other players I played with helped me figure out the rules

There was definitely a learning curve at the beginning

Less "moving parts" to keep track of

No Response

No Response

No Response

No Response

What sort of school do you attend?	I am a	What is your major?	How much did you know about evolution, ecology, and extinction before taking this class?	I played "Reef Survivor" during	I played "Reef Survivor" using	I played the game:	How much do you know about board games (played in person)?	How much do you know about online or digital games (for example, games on your phone, online board games, computer games, etc.)?	Which type of game do you enjoy most: collaborative games (i.e., solving something together with teammates) or competitive games (i.e., more one-on-one or against others)?
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	A lot, I am an expert	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	A lot, I am an expert gamer	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	A lot, I am an expert	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	A lot, I am an expert	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	A lot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Master's student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)									
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Public or State University (e.g., University of Texas or University of California)									
Private University (e.g., Harvard University, MIT, or CalTech)	Freshman (First-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I never play board games	I rarely play online or digital games	I like both collaborative and competitive games

Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Sophomore (Second-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I never play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private Liberal Arts	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I like both collaborative and competitive games
4-year Community College	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	PhD Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Private University (e.g., Harvard University, MIT, or CalTech)	PhD Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)

Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	I knew very little	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Private University (e.g., Harvard University, MIT, or CalTech)	PhD Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a paper version of the game (i.e., printed on card stock)	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I rarely play board games	I never play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Sophomore (Second-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)									
Public or State University (e.g., University of Texas or University of California)	Freshman (First-year undergraduate student)	I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	Not applicable/Choose not to answer	I knew a few things	a classroom period	a paper version of the game (i.e., printed on card stock)	In a team of two (i.e., 2 people worked together on one reef gameboard)	I never play board games	I rarely play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	A lot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)									
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Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	Other	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	A lot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Sophomore (Second-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
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Public or State University (e.g., University of Texas or University of California)									
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry), I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board), In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then, Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others), I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	I knew very little	a classroom period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard), In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games, I play board games every now and then	I rarely play online or digital games, I play online or digital games every now and then	I like both collaborative and competitive games
Private Liberal Arts College	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a non STEM major (e.g., history, social work, art)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	A lot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Non traditional Undergraduate Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Whatever kinda school Texas Tech is	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	A lot, I am an expert	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
2-year Community College or Junior College	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Freshman (First-year undergraduate student)	I am undeclared	I knew very little	a classroom period	a paper version of the game (i.e., printed on card stock)	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Freshman (First-year undergraduate student)	I am a non STEM major (e.g., history, social work, art)	Quite a bit	a classroom period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	Not applicable/Choose not to answer	I knew a few things	a classroom period	Other	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	A lot, I am an expert!	I like both collaborative and competitive games

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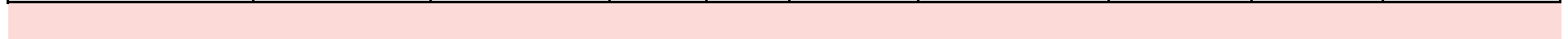
Public or State University (e.g., University of Texas or University of California)									
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Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Master's student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	Other	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	A lot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	Other	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Master's student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

Public or State University (e.g., University of Texas or University of California)	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	Other	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Master's student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	PhD Student	Not applicable/Choose not to answer	I knew a few things	a lab period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)									
I don't know	PhD Student	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a classroom period	Other	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I rarely play online or digital games	I don't really know the difference
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	A lot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	A lot, I am an expert gamer	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Alot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I rarely play board games	Alot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
I don't know	PhD Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	Other	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I never play board games	I rarely play online or digital games	I dislike both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things, Quite a bit	a lab period	a paper version of the game (i.e., printed on card stock)	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Alot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Liberal Arts College (e.g., Williams College or Amherst College)	Freshman (First-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	I knew a few things	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

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Liberal Arts College (e.g., Williams College or Amherst College)									
Liberal Arts College (e.g., Williams College or Amherst College)									
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I rarely play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I rarely play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I never play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I rarely play online or digital games	I like both collaborative and competitive games



Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I rarely play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Sophomore (Second-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	a paper version of the game (i.e., printed on card stock)	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a non STEM major (e.g., history, social work, art)	I knew very little	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Sophomore (Second-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
4-year Community College	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I never play board games	I play online or digital games every now and then	I like both collaborative and competitive games
4-year Community College	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I rarely play board games	I never play online or digital games	I don't really know the difference
Public or State University (e.g., University of Texas or University of California)	Freshman (First-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I rarely play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games

4-year Community College	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a paper version of the game (i.e., printed on card stock)	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am another STEM (Science, Technology, Engineering or Math) major (e.g. physics, chemical engineering)	I knew a few things	Other	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	A lot, I am an expert gamer	A lot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	A lot, I am an expert	Other	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)	Sophomore (Second-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	Other	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Liberal Arts College (e.g., Williams College or Amherst College)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	Other	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	A lot, I am an expert	Other	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Liberal Arts College (e.g., Williams College or Amherst College)	Senior (Fourth-year undergraduate student) or higher	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	Other	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	A lot, I am an expert gamer	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	A lot, I am an expert	Other	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	Other	a paper version of the game (i.e., printed on card stock)	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	A lot, I am an expert!	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	A lot, I am an expert	Other	a paper version of the game (i.e., printed on card stock)	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Private University (e.g., Harvard University, MIT, or CalTech)	Junior (Third-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	Other	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games

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Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Alot, I am an expert gamer	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	Other	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a classroom period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	Senior (Fourth-year undergraduate student) or higher	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a classroom period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	Non traditional Undergraduate Student	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of 3 or more (i.e., 3+ people worked together on one reef gameboard)	Alot, I am an expert gamer	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	Junior (Third-year undergraduate student)	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
I don't know	Sophomore (Second-year undergraduate student)	I am a bioscience major (e.g., biology, ecology, integrated biology, biochemistry)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I rarely play online or digital games	I like both collaborative and competitive games

Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Alot, I am an expert	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little, I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Alot, I am an expert gamer, Quite a bit, I often play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Alot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others), I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	I never play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a non STEM major (e.g., history, social work, art)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Alot, I am an expert gamer	Alot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games

Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Alot, I am an expert!	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I never play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am undeclared	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Alot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I didn't know any paleontology	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then, I rarely play board games	I play online or digital games every now and then, I rarely play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	I never play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I didn't know any paleontology	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)

Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with team mates)
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I didn't know any paleontology	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with team mates)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
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Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with team mates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with team mates)

Public or State University (e.g., University of Texas or University of California)	No Response	No Response	I didn't know any paleontology	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a non STEM major (e.g., history, social work, art)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then, I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	Quite a bit, I often play online or digital games, I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things, I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then, I rarely play board games	Alot, I am an expert! Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Alot, I am an expert!	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things, I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Alot, I am an expert gamer	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a non STEM major (e.g., history, social work, art)	I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I rarely play online or digital games	I dislike both collaborative and competitive games

Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Alot, I am an expert!	I like both collaborative and competitive games
		I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I like both collaborative and competitive games
		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I play online or digital games every now and then	I prefer competitive games (i.e., more one-on-one or against others)
		I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a nonSTEM major (e.g., history, social work, art)	Quite a bit, I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I play board games every now and then	Alot, I am an expert!	I dislike both collaborative and competitive games
		I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)

Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Sophomore		No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Senior +		No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)									
	No Response	No Response	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Senior +		I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)		I am a geoscience major (e.g., geology, geophysics, Earth sciences)							
	I'm a Sophomore		No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Sophomore		No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)									
	No Response	No Response	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Junior		No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a geoscience major (e.g., geology, geophysics, Earth sciences)							
	I'm a Junior		No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Senior +		I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Alot, I am an expert! Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others) I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Senior +		I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)									
	No Response	No Response	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)		I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)							
	I'm a Senior +		No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)									
	No Response	No Response	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response

Public or State University (e.g., University of Texas or University of California)	No Response	No Response	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Strongly Agree	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play online or digital games	I like both collaborative and competitive games	Quite a bit
Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Quite a bit, I often play board games	Quite a bit, I often play online or digital games	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	I'm a Sophomore	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I knew very little	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I play online or digital games every now and then	I like both collaborative and competitive games

Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am undeclared	I knew very little	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I rarely play board games	Alot, I am an expert!	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I like both collaborative and competitive games
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Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a non STEM major (e.g., history, social work, art)	No Response	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	No Response	No Response	No Response
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	Quite a bit, I often play board games	I rarely play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
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Public or State University (e.g., University of Texas or University of California)	I'm a Senior +	I am a STEM (Science, Technology, Engineering or Math) major (e.g., biology, chemical engineering)	I didn't know any paleontology	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	Quite a bit, I often play online or digital games	I prefer competitive games (i.e., more one-on-one or against others)
Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	Quite a bit	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	Alot, I am an expert gamer	Alot, I am an expert!	I like both collaborative and competitive games
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Public or State University (e.g., University of Texas or University of California)	I'm a Freshman	I am a non-STEM major (e.g., history, social work, art)	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	I play online or digital games every now and then	I prefer collaborative games (i.e., solving something together with teammates)
Public or State University (e.g., University of Texas or University of California)	No Response	No Response	I knew a few things	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	I rarely play board games	Quite a bit, I often play online or digital games	I like both collaborative and competitive games

Public or State University (e.g., University of Texas or University of California)	I'm a Junior	I am a geoscience major (e.g., geology, geophysics, Earth sciences)	I knew a few things	a lab period	a professionally printed version of the game	Solo (i.e., I was the only person responsible for my reef board)	I play board games every now and then	I rarely play online or digital games	I like both collaborative and competitive games
	No Response	No Response	No Response	a lab period	a professionally printed version of the game	In a team of two (i.e., 2 people worked together on one reef gameboard)	No Response	No Response	No Response

In general, I think everyone can learn how to play online, digital, or board games.	What is your gender? (Please select all that apply)	Do you consider yourself a member of the Lesbian, Gay, Bisexual, Transgender, and/or Queer (LGBTQ+) community?	Please enter your identity below if not captured by the questions above.	With which racial and ethnic group(s) do you identify? (Please select all that apply)	Please enter your specific ethnicity below. For example: German, Korean, Columbian, Mexican American, Samoan, Canadian, Chinese (note, you can include as many groups as you need to describe yourself).	How would you describe your disability/ability status (regardless of whether or not you requested accommodations)?	How would you describe your family growing up?	Can an organism or species "prepare for" environmental changes or stresses? Explain your answer. What does this tell you about natural selection? (3 points)	Make a simple sketch about how mutation, migration, random processes, and natural selection can impact a community. How might this lead to extinction over geological timescales? (7 points)	What are the mechanisms that ADD variation to gene frequency?	Dogenetic mutations occur for the good of the organism or are they random? Do they help or hurt organisms? Or can they do both?	Which community is more likely to survive environmental change, one with lots of only a few types of reef builder, or a community with many different types of reef builder?	Total difference in score (all)	Total difference in score with missing answers removed
Strongly Agree	Female, Non binary	Yes		Middle Eastern or North African, Multiracial, White	Iranian-american, white passing	I do not have a disability	Middle Income	2.5 3 0.5	4 1 -3	1 1 0	3 2 -1	1 1 0	-3.5	-3.5
Strongly Agree	Male	No, but I identify as an ally		White	White American	I do not have a disability	Upper-Middle Income	2.5 2 -0.5	3 4 1	0 0.5 0.5	2 2 0	1.5 1 -0.5	0.5	0.5
Strongly Agree	Male, Cisgender	No		White	German, Irish, Scottish, small amount of Native American	I do not have a disability	Lower Income	3 2 -1	7 7 0	0.5 0.5 0	2 2 0	1 1 0	-1	-1
Strongly Agree	Male, Cisgender	No, but I identify as an ally		White	Hungarian, Russian, Polish	I have a disability	Middle Income	1 3 2	5 1 -4	0.5 1 0.5	2 2 0	1 2 1	-0.5	-0.5
Strongly Agree	Male	No	Straight	White	Gonna be honest here, I haven't taken a DNA test, so I don't know. Mostly White European with a smidgeon Native American.	I do not have a disability	Lower-Middle Income	2.5 2.5 0	8 8 0	1 1 0	2 2 0	1 2 1	1	1
Agree	Female	No, but I identify as an ally		White	European American	I do not have a disability	Middle Income	0.5 0.5 0	3 4 1	1 1 0	2 2 0	1 2 1	2	2
Strongly Agree	Female, Cisgender	Yes	Panromantic Demisexual	White	Scottish, Irish, Danish, Austrian, and Romanian.	I do not have a disability	Lower-Middle Income	3 0 -3	6 6 0	1 1 0	2 3 1	2 2 0	-2	-2
Agree	Male	No		White	Dutch American	I do not have a disability	Lower Income	0 0 0	0 0 0	1 0.5 -0.5	2 2 0	1 1 0	-0.5	-0.5
								0 2 2	1 0 -1	0.5 0.5 0	3 2 -1	2 1.5 -0.5	-0.5	-0.5
								0 1 1	1 7 6	0.5 0.5 0	2 2 0	2 2 0	7	7
								1 2 1	2 4 2	0.5 0.5 0	2 2 0	2 2 0	3	3
								0 3 3	7 8 1	0.5 0.5 0	2 2 0	1.5 1 -0.5	3.5	3.5
								0.5 0.5 0	6 6 0	1 1 0	2 2 0	0 0.5 0.5	0.5	0.5
Agree	Female	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Lower Income							

Agree	Male	No		White	German, Jewish	I do not have a disability	Lower-Middle Income	0	0	0	0	0	0	0	0	0	2	2	0	2			0
Agree	Male	No		White	German	I do not have a disability	Lower-Middle Income	1	3	2	0	0	0	0.5	0.5	0	2	2	0	2			2
Agree	Female	Yes		White	Irish, German, Polish	I have a disability	Lower-Middle Income	0	0	0	2	3	1	0.5	0.5	0	2	2	0	2			1
Agree	Female	No		White	Minnesotan	I do not have a disability	Middle Income	2	2.5	0.5	3	4	1	1	1	0	2	3	1	2			2.5
Agree	Female	Yes		White	Swedish	I do not have a disability	Middle Income	2	2	0	7	6	-1	1	1	0	2	2	0	2			-1
Neutral	Female	Yes		White	white	I do not have a disability	Lower-Middle Income	0	1	1	0	0	0	0	0	0	2	0	-2	2			-1
Strongly Agree	Female	Yes		White	Italian, French, Scandinavian	I have a disability	Upper-Middle Income	0	0	0	6	8	2	0.5	0.5	0	2	2	0	2			2
Agree	Male	No		White	German, Irish	I do not have a disability	Lower-Middle Income	1	1	0	6	0	-6	0.5	0.5	0	2	3	1	2			-5
Strongly Agree	Female	No, but I identify as an ally		White	idk	I do not have a disability	Upper-Middle Income	2	1.5	-0.5	0	1	1	0.5	0.5	0	2	2	0	1.5			0.5
Agree	Female, Cisgender	No, but I identify as an ally		White	I am very white: German, Scandinavian, and British, primarily.	Prefer not to say	Upper-Middle Income	2	2	0	4	0	-4	0.5	0.5	0	3	3	0	2			-4
Strongly Agree	Female	Yes		White	Italian, German, Belgian, general American white person melting pot of western Europe.	I do not have a disability	Lower-Middle Income	0.5	1.5	1	8	4	-4	0.5	1	0.5	3	2	-1	2	2	0	-3.5
Agree	Prefer not to say	Prefer not to say		Prefer not to say	no	Prefer not to say	Prefer not to answer	0	0.5	0.5	0	1	1	0.5	0	-0.5	3	3	0	1	2	1	2
Agree	Prefer not to say	Prefer not to say		Prefer not to say	.	Prefer not to say	Prefer not to answer	3	2.5	-0.5	8	5	-3	1	1	0	2	2	0	2	1	-1	-4.5
Agree	Female, Cisgender	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Mexican American	I do not have a disability	Lower Income	0	0.5	0.5	3	2	-1	0	1	1	3	0.5	-2.5	1	1	0	-2
Neutral	Genderqueer	Yes		White	American (idk specific heritage)	I do not have a disability	Lower Income	0	0	0	8	4	-4	0.5	0.5	0	2	2	0	1	1	0	-4
Agree	Female	No, but I identify as an ally		White	American	I do not have a disability	High Income	1	2	1	5	3	-2	0.5	0.5	0	2	0.5	-1.5	1	1	0	-2.5

Strongly Agree	Female	No, but I identify as an ally		Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian)), Multiracial, White	Vietnamese Dutch	I do not have a disability	Middle Income	0	2.5	2.5	8	6		1	1	0	2	2	0	2	2	0	2.5	2.5
Neutral	Male	No		South Asian (e.g., Indian, Nepali, Pakistani)	Indian	I do not have a disability	Lower-Middle Income	2	2	0	0	3	3	0	0.5	0.5	3	3	0	2	2	0	3.5	3.5
Strongly Agree	Male, Cisgender	No, but I identify as an ally		White	American	I do not have a disability	Upper-Middle Income	2.5	3	0.5	0	2	2	0	0	0	3	2	-1	2	2	0	1.5	1.5
Strongly Agree	Male, Cisgender	No		Black, African, or African American	African-American	Prefer not to say	Prefer not to answer																	
								0	0.5	0.5	1	0	-1	0.5	0.5	0	2	2	0	1	1	0	-0.5	-0.5
Agree	Female	Yes	Bisexual	White	American	I do not have a disability	Middle Income				5	6	1				2	2	0				1	
Agree	Female	No		East Asian (e.g., Chinese, Japanese, Korean)	Vietnamese	Prefer not to say	Prefer not to answer				1	2.5	1.5				2	1	-1				0.5	
Strongly Agree	Male	No		White	American, mostly of Scandinavian and Irish descent	I do not have a disability	Middle Income	2	1	-1	0	0	0				2	3	1	1	1	0	0	
																	2	2	0					
																	1	1	0					
											3	3	0				3	3	0					
											3.5	3	-0.5				0	2	2				1.5	
											0	0	0	0.5	0	-0.5	3	0	-3	2	0	-2	-5.5	-5.5
								0	0	0	0	0	0	0	0	0	2	1	-1	0	2	2	1	1
Agree	Male	No		White	German	I do not have a disability	High Income	0	1	1	3	5	2	0.5	1	0.5	2	3	1	2	2	0	4.5	4.5
Agree	Female	No		White	American	I do not have a disability	Upper-Middle Income	0	0	0	5	8	3	0.5	0.5	0	2	2	0	0	0	0	3	3
Agree	Female	No		White	n/a	I do not have a disability	Middle Income	0	1	1	0	0	0	0.5	0.5	0	2	2	0	2	2	0	1	1

Strongly Agree	Male	No		White	Half Italian, half southern Appalachian	I do not have a disability	Started lower, parents business caught on and lived better in my later years at home	0	0.5	0.5	5	4	-1	0.5	0.5	0	3	2	-1	2	1	-1	-2.5	-2.5
Agree	Male	No, but I identify as an ally		White	Irish	I do not have a disability	Lower-Middle Income	1	0	-1	2.5	4	1.5	0.5	0.5	0	2	2	0	2	2	0	0.5	0.5
Agree	Male	No		White	American	I do not have a disability	Middle Income	1	1	0	2.5	4	1.5	0.5	0.5	0	2	2	0	1	2	1	2.5	2.5
Strongly Agree	Male	No, but I identify as an ally		White	Pasty	I have a disability	Lower-Middle Income	0.5	1	0.5	3.5	4	0.5	0.5	0.5	0	2	2	0	1	2	1	2	2
Agree	Prefer not to say	Prefer not to say		Prefer not to say	American	I do not have a disability	Middle Income	0	0	0				0.5	0.5	0	2	2	0	2	2	0	0	
Agree	Male	No		White	English, Irish, German, Swedish	I do not have a disability	Middle Income	0	0	0	0	0.5	0.5	0.5	0	-0.5	2	0	-2	2	2	0	-2	-2
Strongly Agree	Female	No		White	Western European	I do not have a disability	Middle Income	0	0	0	1	1	0	0.5	0.5	0	2	2	0	2	2	0	0	0
								1	2	1				0.5	0.5	0	1	2	1	2	2	0	2	
								1	1	0	3	2.5	-0.5	0	0.5	0.5	2	2	0	2	2	0	0	0
								2	2.5	0.5	1.5	0	-1.5	0	0	0	2	2	0	2	1	-1	-2	-2
													0	0.5	0.5	0							0	
								0.00	0.00	0	4.00	4.00	0	0.50	1.00	0.5	2.00	1.00	-1	2.00	2.00	0	-0.5	-0.5
Agree	Female	Yes		Hispanic, Latino, Latina, LatinX, or Spanish Origin	German, Mexican American	I have a disability	Middle Income, Lower-Middle Income	1			3			0.5			2			2			0	
Strongly Agree	Male	No		White	German, Irish, Scottish	I do not have a disability	Middle Income	1	2	1			0	0.5	0	-0.5	2	2	0	1	1	0	0.5	

Strongly Agree	Female, Cisgender	No, but I identify as an ally		White	German, spanish, jewish	Prefer not to say	Middle Income	1	1.5	0.5			0	0	0.5	0.5	2	2	0	1	1	0	1	
Agree	Female	No, but I identify as an ally		White	Dutch, German, and Italian	I do not have a disability	Lower-Middle Income	0	0	0	0	2	2	0.5	0.5	0	2	2	0	2	1	-1	1	
Strongly Agree	Male	Yes		White	Irish, Polish, English, other white European ties	I do not have a disability	Upper-Middle Income	0	1	1	1	1	0	0.5	0.5	0	3	3	0	2	1	-1	0	1
Strongly Agree	Female, Cisgender	No		American Indian or Alaska Native, Hispanic, Latino, Latina, LatinX, or Spanish Origin, Multiracial, White	Norwegian, Scottish, European, Mexican, Spanish, Swedish, American Indian, Welsh, German	I do not have a disability	Middle Income	0.5	0	-0.5			0	1	1	0	2	2	0	2	2	0	-0.5	
Strongly Agree	Male	No		White	German and Hispanic	I do not have a disability	Middle Income	1.5			5.5			0.5			2			2			0	
Strongly Agree	Non binary	Yes		White	Polish	I do not have a disability	Upper-Middle Income	1			4			1			3			1			0	
Strongly Agree	Male	No		White	German-Italian American	I do not have a disability	High Income																0	
Agree	Female, Cisgender	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Middle Income																0	
Strongly Agree	Male, Cisgender	No, but I identify as an ally		White	Scottish American, Irish American	Prefer not to say	Upper-Middle Income																0	
Strongly Agree	Female	Yes		White	N/A	I have a disability	Upper-Middle Income																0	
Agree	Male	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Hispanic	I have a disability	Middle Income																0	
Neutral	Male	No	Stright	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Paraguayan	I do not have a disability	High Income	1.5	2	0.5	1	1	0	0.5	0.5	0	3	2	-1	2	2	0	-0.5	-0.5
Strongly Agree	Female	Yes		White	Some sort of European	I do not have a disability	Middle Income	0			1			0			3			2			0	
Strongly Agree	Male	No		White	American	I do not have a disability	Middle Income	1			2			0			2			1			0	

Neutral	Female	Yes		White	American	I do not have a disability	Middle Income	0	0	0	0	6	6	0.5	0.5	0	2	2	0	2	1	-1	5
Agree	Male	No		American Indian or Alaska Native, Hispanic, Latino, Latina, LatinX, or Spanish Origin, Multiracial, White	White, Mexican American, Cherokee Native American	I do not have a disability	Upper-Middle Income	0	0	0	6	5	-1	0	0	0	1	2	1	2	1	-1	-1
Strongly Agree	Male	No		White	Caucasian	I do not have a disability	Upper-Middle Income	2	2	0	7	3	-4	1	0.5	-0.5	2	2	0	2	2	0	-4.5
Strongly Agree	Female	No		White	Primarily German, Native American/Irish	I have a disability	Middle Income	2	2	0	4	0	-4	0.5	0.5	0	2	2	0	1	1	0	-4
								2			4			0.5			2			2			0
								0			5			0			2			1			0
								0	0	0	6	3	-3	0	0.5	0.5	1.5	2	0.5	1.5	1	-0.5	-2.5
								0	0	0	3	1	-2	0	0.5	0.5	2	2	0	2	2	0	-1.5
								0	0	0	5	4	-1	0.5	0.5	0	1.5	2	0.5	2	2	0	-0.5
								0	0	0	5	5	0	1	0.5	-0.5	3	2	-1	1.5	2	0.5	-1
								0	1	1	4	5	1	0	0.5	0.5	2	2	0	1	2	1	3.5
								0			0			0.5			2			1			0
								0	0	0	0	0	0	0	0.5	0.5	2	2	0	0	1	1	1.5
								0		0	0			0.5			2			1.5			0
								0	2	2	0	1	1	0.5	0	-0.5	2	2	0	1	2	1	3.5
								0			0			0.5			2			2			0
								0			3			0.5			2			1.5			0
								0			4			0.5			2			2			0
								0	1.5	1.5	0	1	1	0.5	0	-0.5	2	2	0	2	1	-1	1
								1	2	1	3	1	-2	0.5	0.5	0	2	2	0	2	2	0	-1
									0			2	2		0.5	0.5		2			2		2.5

								0			1		0		2		0		0					
Strongly Agree	Female	No, but I identify as an ally		White	Irish-American	I do not have a disability	Middle Income	2	2	0	3	3	0	0.5	0.5	0	2	2	0	1.5	1	-0.5	-0.5	-0.5
Strongly Agree	Female	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Hispanic	Prefer not to say	Upper-Middle Income	2	2	0	6	7	1	0.5	1	0.5	3	2	-1	2	1.5	-0.5	0	0
Strongly Agree	Female	Yes		White	British	I do not have a disability	Lower-Middle Income	2	2.5	0.5	4	3	-1	0.5	0.5	0	2	2	0	2	2	0	-0.5	-0.5
Strongly Agree	Female, Cisgender	No, but I identify as an ally		White	White	I do not have a disability	Upper-Middle Income	2.5	2.5	0	6	6	0	1	1	0	3	3	0	2	1	-1	-1	-1
Agree	Female, Cisgender	Yes		White	German, Irish	I do not have a disability	Middle Income	2	2.5	0.5	4	3	-1	0.5	1	0.5	2	2	0	2	2	0	0	0
Strongly Agree	Male	No		White	Irish, English, Scottish	I do not have a disability	Lower-Middle Income	0	3	3	3	3	0	1	0	-1	2	2	0	2	2	0	2	2
Strongly Agree	Male	No		American Indian or Alaska Native, White	Polish, Potawatomi, Scots-Irish, French	I do not have a disability	Lower-Middle Income	2	2.5	0.5	5	5	0	0.5	0.5	0	3	3	0	1	2	1	1.5	1.5
Strongly Agree	Female	Yes		White	Mostly white.	I do not have a disability	Upper-Middle Income	2.5	2.5	0	7	7	0	0.5	0.5	0	3	2	-1	2	2	0	-1	-1
Strongly Agree	Female	No, but I identify as an ally		White	I am white	I do not have a disability	Upper-Middle Income	2	2.5	0.5	2	2	0	0.5	0.5	0	2	2	0	1.5	1	-0.5	0	0
Strongly Agree	Male	No		White	American	I do not have a disability	Lower-Middle Income	0	0	0	6	4	-2	0.5	0.5	0	3	1	-2	2	1	-1	-5	-5
Agree	Male	No, but I identify as an ally		White	italian	I do not have a disability	Upper-Middle Income	2.5	2.5	0	0	0	0	0	1	1	3	3	0	1.5	2	0.5	1.5	1.5
Agree	Male	No		Prefer not to say	White	I do not have a disability	Prefer not to answer	1.5	1.5	0	3	4	1	0.5	1	0.5	3	2	-1	2	2	0	0.5	0.5
Agree	Female	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Argentinian-Italian	I do not have a disability	Middle Income	0.5	2.5	2	3	1	-2	1	1	0	2	2	0	2	2	0	0	0
								2	0	-2	0	2	2	0.5	1	0.5	2.5	2	-0.5	0	2	2	2	2

								1	2.5	1.5	4	4	0	0.5	0.5	0	2	2	0	1.5	1	-0.5	1	1
								2	1.5	-0.5	3	1	-2	0	1	1	3	3	0	2	2	0	-1.5	-1.5
								1	1	0	7	7	0	1	1	0	2	2	0	1.5	2	0.5	0.5	0.5
								2.5	2.5	0	5	5	0	1	1	0	2	2	0	1.5	2	0.5	0.5	0.5
								2	2	0	7	8	1	1	1	0	2	3	1	1.5	1	-0.5	1.5	1.5
Agree	Female	Yes		White	White - German, Irish, French	I do not have a disability	Lower-Middle Income																	
								1	0	-1	3	4	1	0.5	1	0.5	3	3	0	2				0.5
Agree	Male	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin, Multiracial, White	Mexican American	I do not have a disability	Lower-Middle Income																	
								1	2	1	1	3	2	0.5	0.5	0	1.5	2	0.5	2				3.5
Agree	Male	No		South Asian (e.g., Indian, Nepali, Pakistani)	indian	I do not have a disability	Lower-Middle Income																	
								1	2	1	5	7	2	0.5	0.5	0	3	3	0	2	2	0	3	3
Strongly Agree	Male	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Mexican and German	I do not have a disability	Middle Income																	
								0	0	0	6	3	-3	0.5	0.5	0	2	2	0	2				-3
Strongly Agree	Female	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Mexican American	I do not have a disability	Lower Income																	
								0	2	2	1	4	3	0.5	0.5	0	2	2	0	2				5
Agree	Male	No		White	European Jewish	I do not have a disability	Upper-Middle Income																	
								1.5	2.5	1	0	0	0	0	0	0	2	2	0	2				1
Strongly Agree	Female	No		White	American	I do not have a disability	Upper-Middle Income																	
								0.5			1			0.5			2			1.5				0
Agree	Female	No		White	N/A	I do not have a disability	Lower-Middle Income																	
								0.5	0.5	0	2	3	1	1	1	0	2	2	0	2				1

Agree	Female	No, but I identify as an ally		White	German, Polish, Irish, other	I do not have a disability	Upper-Middle Income	0	1.5	1.5	2	2	0	0	0	0	2	1	-1	2			0.5
Agree	Male, Transgender	Yes		East Asian (e.g., Chinese, Japanese, Korean)	Chinese American	I do not have a disability	Upper-Middle Income	0	0.5	0.5	4	2	-2	0.5	1	0.5	2	2	0	2			-1
Agree	Male	No		South Asian (e.g., Indian, Nepali, Pakistani)	Indian	I do not have a disability	Middle Income	1	2	1	5	5	0	0	0	0	3	3	0	0.5	2	1.5	2.5
								0	2	2	1	4	3	0	0.5	0.5	1.5	1.5	0	1.5			5.5
Agree	Female	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	COLOMBIAN	I do not have a disability	Middle Income	0	0	0	2	1	-1	0.5	0	-0.5	1	2	1	1			-0.5
Strongly Agree	Male	No, but I identify as an ally		Black, African, or African American	American	I do not have a disability	Upper-Middle Income	0	1.5	1.5	4	1	-3	0	1	1	3	3	0	2			-0.5
Agree	Male	No		Prefer not to say	German, Swedish, Abyssal	I do not have a disability	Upper-Middle Income	0	0	0	7	2	-5	0.5	0	-0.5	2	2	0	2			-5.5

Agree	Female	Yes		White	White	I do not have a disability	Middle Income	1.5	1.5	0	0	7	7	0	0.5	0.5	2	2	0	2			7.5
Strongly Agree	Male	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Puerto Rican	I do not have a disability	Lower-Middle Income	0.5	1.5	1	2	3	1	0.5	0.5	0	2	2	0	2			2
Strongly Agree	Male	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Brasilian	Prefer not to say	Middle Income	2	2	0	4	2	-2	0	0.5	0.5	2	2	0	2			-1.5
Agree	Male	No		White	German/Irish American	I have a disability	Middle Income	2	2	0	0	0	0	0	0	0	3	3	0	1			0
Agree	Female	No, but I identify as an ally		White	American	I do not have a disability	Middle Income	0	0	0	2	2	0	0.5	0.5	0	2	2	0	2			0
Agree	Female	No		White	Polish, Ukrainian, Italian	I have a disability	Lower-Middle Income															0	
Strongly Agree, Agree	Male	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Cuban	I do not have a disability	Upper-Middle Income															0	
Strongly Agree	Non binary	Yes		White	European American?	Prefer not to say	Upper-Middle Income	1.5	3	1.5	0	2	2	0.5	1	0.5	2	2	0	2			4
Strongly Agree	Female	Yes		Caribbean, Hispanic, Latino, Latina, LatinX, or Spanish Origin, Multiracial	Dominican and Guyanese	I do not have a disability	Middle Income	0	0	0	0	0	0	0	0.5	0.5	3	2	-1	2			-0.5
Strongly Agree	Female	No	heterosexual	White	white	I do not have a disability	Middle Income	2.5	2	-0.5	6	1	-5	1	1	0	3	2	-1				-6.5

Agree	Transgender	Yes		White	American	I do not have a disability	Middle Income	1.5	2	0.5	2	2	0	0	0	0	3	2	-1	2			-0.5
Disagree	Female	No, but I identify as an ally		White	American	I do not have a disability	Upper-Middle Income				0												0
Strongly Agree	Prefer not to say	Prefer not to say		Prefer not to say	Prefer not to say	Prefer not to say	Prefer not to answer	1.5	2	0.5	0	0	0	0	0.5	0.5	2	2	0				1
Agree	Female	No, but I identify as an ally		South Asian (e.g., Indian, Nepali, Pakistani), East Asian (e.g., Chinese, Japanese, Korean)	na	I do not have a disability	Middle Income	2.5	2	-0.5	2	6	4	0.5	0.5	0	2	2	0				3.5
Agree	Female	No		White	German, Swedish, Scottish, English	I do not have a disability	Upper-Middle Income	0.5	0.5	0	6	6	0	0	0	0	3	3	0				0
Agree	Female	No, but I identify as an ally		White	White	I do not have a disability	Upper-Middle Income	1.5	1.5	0	4	4	0	0	1	1	3	0	-3	2			-2
Strongly Agree	Non binary, Agender	Yes		White	Scottish	I do not have a disability	Middle Income				0												0
Neutral	Female	Yes		American Indian or Alaska Native, Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	European, Hopi, Portuguese, Spanish	I have a disability	Upper-Middle Income	1			5			0			2						0
Strongly Agree	Female	Yes		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Lower Income	2.5	2.5	0	1	1	0	1	1	0	3	2	-1				-1
								0			3			0			3						0
								2	2.5	0.5	1	1	0	0	0.5	0.5	2	3	1				2
								2	2.5	0.5	0	0	0	1	0.5	-0.5	2	2	0	2			0
								1	2	1	1	1	0	0	0	0	2	2	0				1
								2	1	-1	1	1	0	0.5	0.5	0	3	3	0				-1
								1.5	1.5	0	6	6	0	0	0	0	3	3	0				0

								0	1	1	4	4	0	0.5	0.5	0	3	3	0	2				1
								2	1	-1	2	6	4	0	0.5	0.5	2	2	0					3.5
Strongly Agree	Male	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican	I do not have a disability	Lower-Middle Income																	
								2.5	2.5	0	5	5	0	0.5	0	-0.5	2	2	0	2				-0.5
Neutral	Female, Cisgender	No		Black, African, or African American	I am Malian	I do not have a disability	Lower Income	1.5	1	-0.5	6	6	0	0.5	0.5	0	2	3	1					0.5
Strongly Agree	Prefer not to say	Prefer not to say		Prefer not to say	N/A	Prefer not to say	Prefer not to answer	1.5	1.5	0	1	1	0	0	0	0	3	3	0					0
Strongly Agree	Female	No, but I identify as an ally		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Guatemalan	I do not have a disability	Upper-Middle Income																	
								0	0.5	0.5	5	7	2	0	0	0	2	2	0					2.5
Agree	Female	No		Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican	I do not have a disability	Lower Income	2.5	2.5	0	0	1	1	0.5	0.5	0	0.5	2	1.5					2.5



Strongly Agree	Female	Yes		White	Polish	I do not have a disability	Lower-Middle Income	1	1	0	0	4	4	0.5	1	0.5	3	1	-2	2	2	0	2.5	2.5
Neutral	Male, Cisgender	No		White	American	I do not have a disability	Middle Income	0	0	0	0	2	2	0	0	0	1	1	0	1	1	0	2	2
Strongly Agree	Male	No		White	Italian and Irish	I do not have a disability	Upper-Middle Income	0	0	0	4	2.5	-1.5	0.5	0.5	0	1	1	0	1	1	0	-1.5	-1.5
Strongly Agree	Male	No		White	I have no idea but probably some sort of European	I do not have a disability	Lower-Middle Income	0	1	1	6	1.5	-4.5	0.5	0.5	0	2	3	1	2	1	-1	-3.5	-3.5
Strongly Agree	Female	Yes		White	French Canadian	I have a disability	Middle Income	0	0	0	1	3	2	0.5	1	0.5	1	2	1	1	1	0	3.5	3.5
Agree	Male	No		Black, African, or African American	Gambian	I do not have a disability	Lower-Middle Income	1	0	-1	2	1	-1	0	0.5	0.5	2	1.5	-0.5	0	2	2	0	0
Neutral	Female	No		White	Dutch, German	I do not have a disability	Upper-Middle Income	2	0	-2	3	0	-3	0	0	0	0	0	0	2	2	0	-5	-5
Agree	Female	No, but I identify as an ally		White	German and other things	I do not have a disability	Upper-Middle Income	1	0	-1	1	0	-1	1	0	-1	2	0	-2	2	2	0	-5	-5
Agree	Male	No, but I identify as an ally		White	Irish	I do not have a disability	Middle Income	1	1	0	2	2	0	0	0.5	0.5	2	2	0	1	1	0	0.5	0.5

Strongly Agree	Male	No, but I identify as an ally	White	American	I do not have a disability	Middle Income	0.5	0	-0.5	0	0	0	0	0	0	2	0	-2	2	1	-1	-3.5	-3.5
Agree	Male	Prefer not to say	Prefer not to say	Human being	I do not have a disability	Middle Income	0	0	0	0	0	0	0.5	0	-0.5	3	0	-3	2	2	0	-3.5	-3.5
Strongly Agree	Male	No	South Asian (e.g., Indian, Nepali, Pakistani)	Bangladeshi	I do not have a disability	Lower-Middle Income	0	0	0	1	0	-1	0.5	0.5	0	2	2	0	2	2	0	-1	-1
Strongly Agree	Female	No, but I identify as an ally	White	Irish, Scottish, German, English, Polish, etc.	I do not have a disability	Middle Income		2		5	4	-1		0		2			1			-1	
Agree	Female	No, but I identify as an ally	Native Hawaiian or Pacific Islander, South Asian (e.g., Indian, Nepali, Pakistani), Multiracial, White	Filipino, Indian, white	I do not have a disability	Upper-Middle Income	0	0	0	2	2	0	0	0	0	2	2	0	1	1	0	0	0
Strongly Agree	Female	No	White	Caucasian	I do not have a disability	Middle Income	2	2.5	0.5	7	5	-2	1	1	0	2	2	0	1	1	0	-1.5	-1.5
Agree	Female	No	White	American	I do not have a disability	Upper-Middle Income	1	1	0	3	1	-2	0.5	0	-0.5	2	2	0	2	1	-1	-3.5	-3.5
Agree	Male	Yes	White	American	I do not have a disability	Lower-Middle Income	2	1	-1	6	1	-5	0.5	1	0.5	2	2	0	2	1	-1	-6.5	-6.5
Strongly Agree	Female	No, but I identify as an ally	White	German, French, English, Polish	I do not have a disability	Upper-Middle Income	0	0	0	6	6	0	0.5	0.5	0	2	2	0	2	2	0	0	0
Strongly Agree	Female	No, but I identify as an ally	Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Hispanic white, Irish	I do not have a disability	Lower-Middle Income		0	0	3	3	0		0.5	0.5		3	3		1	1	4.5	4.5
Strongly Agree	Female	Yes	White	Caucasian	I do not have a disability	Upper-Middle Income	1			3			1			2						0	
Strongly Agree	Female	Yes	American Indian or Alaska Native, Black, African, or African American, Multiracial, White	Puerto Rican, Cherokee/Comanches	I have a disability	Lower-Middle Income	1	2	1	1	2.5	1.5	0.5	0	-0.5	2	1	-1	1	1	0	1	1

Strongly Agree	Female	Yes	Black, African, or African American, Caribbean	Haitian american	I do not have a disability	Lower-Middle Income	1	1	0			0	0	1	1	2	2	0	2	1	-1	0	
Strongly Agree	Female	No	Caribbean	bahamian	I do not have a disability	Lower Income																0	0
Agree	Non binary	Yes	White	Irish American	I have a disability	Lower-Middle Income																0	0
Agree	Prefer not to say	Prefer not to say	Prefer not to say	Prefer not to say	Prefer not to say	Prefer not to answer																0	0
Agree	Female	No	Black, African, or African American	Black	I do not have a disability	Lower-Middle Income	0	0	0	0	0	0	1	1	0	1.5	1.5	0	2	2	0	0	0
Agree	Male	No, but I identify as an ally	White	Canadian	Prefer not to say	Middle Income	0	1.5	1.5	0	0	0	0.5	0.5	0	2	2	0	0	2	2	3.5	3.5
Strongly Agree	Female	No	White	American	I do not have a disability	Lower-Middle Income	2.5	3	0.5	4	7	3	0	0.5	0.5	2	2	0	1	1	0	4	4
Agree	Female	No	White	American	I do not have a disability	Lower-Middle Income	0	0	0		4		0	0	0	2	2	0	2	2	0	0	
Agree	Female	No, but I identify as an ally	White	European American	I have a disability	Upper-Middle Income	1.5	2	0.5	5	2	-3	0	0.5	0.5	2	1.5	-0.5	1	1	0	-2.5	-2.5
Agree	Male	No	East Asian (e.g., Chinese, Japanese, Korean), White	american	I do not have a disability	Middle Income	1	1	0	0	1	1	0	0	0	1	1	0	1	2	1	2	2
Agree	Female	Prefer not to say	Multiracial	Irish Chinese American	I have a disability	Middle Income	1.5	1	-0.5	4	1	-3	1	0.5	-0.5	2	2	0	1	1	0	-4	-4
Neutral	Female	No	Paige	White	German, Irish American	I do not have a disability	Lower-Middle Income	0	0	0	0	0	0	0.5	0.5	2	2	0	2	2	0	0.5	0.5
							1	0	-1	0	0	0	0	0.5	0.5	1	2	1	1	1	0	0.5	0.5
							2	2	0	5	1	-4	1	0.5	-0.5	3	1	-2	1	1	0	-6.5	-6.5
							0	0	0				0.5	1	0.5	3	3	0	2	1	-1	-0.5	
							0	0	0	0	0	0	1	1	0	1.5	1.5	0	2	2	0	0	0
							0	0	0				0	0	0	3	2	-1	1	1	0	-1	
							2	0	-2	7	4	-3	0	0.5	0.5	2	2	0	1	1	0	-4.5	-4.5

Agree	Male	Yes		White	American	I do not have a disability	Lower-Middle Income	0	0	0	1	4	3	0.5	0.5	0	2	2	0	1	1	0	3	3
Strongly Agree	Female	No, but I identify as an ally		White	Mixed Eastern European	I do not have a disability	Middle Income	0	0	0	1	3	2	0.5	1	0.5	1	2	1	2	2	0	3.5	3.5
Strongly Agree	Male	No		White	American	I do not have a disability	Lower-Middle Income	0	0	0	5	3	-2	0.5	0.5	0	1	1	0	2	2	0	-2	-2
Agree	Female	No		White	Irish, German, Swedish, etc.	I do not have a disability	Prefer not to answer	0	0	0	1	5	4	0.5	1	0.5	2	2	0	2	1	-1	3.5	3.5
Agree	Female, Non binary	Yes		Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian), White	Filipino, American	I have a disability	Upper-Middle Income	1.5	1	-0.5	6	7	1	0.5	1	0.5	2	2	0	2	2	0	1	1
								1.5	1.5	0	5	5	0	0.5	0	-0.5	3	3	0	1	1	0	-0.5	-0.5
Strongly Agree	Female	No		White	White	I do not have a disability	Lower-Middle Income	1.5	1.5	0	5	5	0	0.5	0	-0.5	3	3	0	1	1	0	-0.5	-0.5
Strongly Agree	Female	No		White	German, English, Polish, Welsh, mostly Northwest European with very slight Native American	I do not have a disability	Since my dad passed away when I was eleven my family has moved from upper-middle to middle to lower-middle	0	2	2	4	4	0	0.5	1	0.5	1	1	0	2	0	-2	0.5	0.5
Strongly Agree	Female	Yes		White	White	I do not have a disability	Lower Income	0	1	1	0	2	2	0.5	1	0.5	1	2	1	1	1	0	4.5	4.5
Strongly Agree	Female, Non binary	Yes		Middle Eastern or North African, White	White Middle-Eastern	I do not have a disability	Middle Income	0	0.5	0.5	3	4	1	0.5	0.5	0	2	2	0	2	1	-1	0.5	0.5
Agree	Female	Yes		White	British	I do not have a disability	Middle Income																	
Agree	Male	No, but I identify as an ally	n/a	White	Polish, German, English, Irish	I have a disability	Lower-Middle Income	1	1	0	6	0	-6	0.5	0.5	0	2	3	1	0	2	2	-3	-3
Agree	Female	No	none	East Asian (e.g., Chinese, Japanese, Korean)	Chinese	I do not have a disability	Upper-Middle Income																	

Strongly Agree	Male	No, but I identify as an ally	N/A	White	American	I do not have a disability	Middle Income	1	1	0	8	2	-6	1	1	0	2	2	0	1.5	1	-0.5	-6.5	-6.5
Strongly Agree	Female	No, but I identify as an ally	N/A	White	American	I do not have a disability	Middle Income	3	2.5	-0.5	6	5	-1	1	1	0	2	2	0	2	2	0	-1.5	-1.5
Strongly Agree	Female	No	No Response	White	White	I do not have a disability	Middle Income	2	1	-1	6	8	2	1	1	0	2	3	1	2	2	0	2	2
Strongly Agree	Female	Prefer not to say	NA	Multiracial,White	Prefer not to say	I do not have a disability	High Income	3	1	-2	7	6	-1	1	0.5	-0.5	2	3	1	2	2	0	-2.5	-2.5
Strongly Agree	Male	Yes	No Response	Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian))	Vietnamese	I do not have a disability	Lower Income																	
Strongly Agree	Male	No	NA	Black, African, or African American, Multi racial, White	I am half nigerian half white	I do not have a disability	Lower Income																	
Agree	Female	Yes	N/A	White	I'm mainly of German, Spanish, and Irish heritage, but I think the white mixing pot of my ancestry can best be described as "American"	Prefer not to say	Middle Income																	
Neutral	Female	No, but I identify as an ally	No Response	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican	I do not have a disability	Lower Income	2	1	-1	3	6	3	1	1	0	2	3	1	2	2	0	3	3
Strongly Agree	Male	No	n/a	Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Mexican	I have a disability	High Income	1	0.5	-0.5	7	6	-1	1	0.5	-0.5	2	2	0	2	2	0	-2	-2
Agree	Female	No	Straight female	White	White	I do not have a disability	Upper-Middle Income	1	1.5	0.5	3	1	-2	1	1	0	2	2	0	2	2	0	-1.5	-1.5
Strongly Agree	Male	No	N/A	White	German, Swedish, Polish	I do not have a disability	Middle Income	1	1	0	1	4	3	1	1	0	1	2	1	1	2	1	5	5
Strongly Agree	Male	No	No Response	East Asian (e.g., Chinese, Japanese, Korean), White	Korean	I do not have a disability	High Income	2	1	-1	6	2	-4	1	1	0	2	3	1	2	2	0	-4	-4
Strongly Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	2.5	0.5	8	7	-1	1	1	0	2	2	0	2	2	0	-0.5	-0.5

Agree,Neutral	Genderqueer	Yes	Not applicable.	White	American	I do not have a disability	High Income	2	2	0	5	7	2	1	1	0	2	3	1	2	2	0	3	3
Agree	Female	No, but I identify as an ally	Answered in the above questions.	White	Armenian and German - American	I do not have a disability	Lower-Middle Income	2	2	0	2	2	0	1	0.5	-0.5	2	3	1	2	2	0	0.5	0.5
Agree	Male	No	No Response	Prefer not to say	No Response	I do not have a disability	Prefer not to answer																	
Agree	Male,Cisgender	No, but I identify as an ally	No Response	White	Czech	I do not have a disability	Middle Income	1	1	0	3	4	1	1	1	0	2	3	1	2	1	-1	1	1
Strongly Agree	Male	No, but I identify as an ally	19 yr old white male from Austin suburbs.	Hispanic, Latino,Latina, LatinX,or Spanish Origin,White	German, Irish, Cuban, Mexican	I do not have a disability	Lower-Middle Income	3	2	-1	8	8	1	1	1	0	2	3	1	2	2	0	0	0
Agree	Female	Yes	N/A	South Asian (e.g.,Indian, Nepali, Pakistani)	Maharashtrian	I do not have a disability	Upper-Middle Income	2	1	-1	7	6	1	1	1	0	3	2	-1	2	2	0	-3	-3
Strongly Agree	Female	No, but I identify as an ally	No Response	White	Polish, English, Irish	I do not have a disability	Upper-Middle Income	2	2	0	3	1	1	1	1	0	2	2	0	1.5	1.5	0	-2	-2
Agree	Female	No, but I identify as an ally	No Response	Hispanic, Latino,Latina, LatinX,or Spanish Origin	Mexican	I do not have a disability	Lower Income	3	1	-2	2	0	1	0.5	-0.5	-0.5	3	2	-1	1	1.5	0.5	-5	-5
Agree	Female	No, but I identify as an ally	N/A	White	German	I do not have a disability	Lower Income	1	1	0	0	2	2	1	0.5	-0.5	2	2	0	1	1	0	1.5	1.5
Strongly Agree	Male	No	No Response	Black, African, or African American	African American	I do not have a disability	Lower Income									0			1			-0.5		
Strongly Agree	Male	No	No Response	North Asian (e.g., Russian),White	Russian+Azerbaijani	I do not have a disability	High Income	2	2	0	3	1	2	1	1	0	3	3	0	1	1	0	-2	-2

Strongly Agree	Male	No	Heterosexual male	North Asian (e.g., Russian),East Asian (e.g., Chinese, Japanese, Korean),Multiracial,White	Half Russian/Turkish and half Japanese. Born in America.	I do not have a disability	Upper-Middle Income	2	1	-1	4	3	-1	1	0.5	-0.5	2	2	0	1.5	-1	-1
Agree	Male	Yes	-	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	Prefer not to say	Middle Income															
Strongly Agree	No Response																					
Strongly Agree, Agree	Male	Yes	Captured fairly well.	American Indian or Alaska Native,Hispanic Latino, Latina, LatinX, or Spanish Origin,Multiracial,White	Mexican.	I do not have a disability	Lower Income	1	1	0	0	5	5	1	0.5	-0.5	2	3	1	2	6.5	6.5
Strongly Agree	Female	No, but I identify as an ally	No Response	White	My family immigrated from Germany but I'm not really sure if that counts as an ethnicity.	Prefer not to say	Upper-Middle Income	1	1	0	2	4	2	1	1	0	2	2	0	1.5	2.5	2.5
Agree	No Response																					
Strongly Agree	Female, Cisgender	Yes	Bisexual cisgender woman	Middle Eastern or North African,White	Norther European (e.g. German, Irish, etc.) and Syrian	I do not have a disability	Upper-Middle Income	2	2	0	6	8	2	1	1	0	2	3	1	0	3	3
Strongly Agree	Male	No	N/A	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican.	I do not have a disability	Middle Income	2	3	1	4	2	-2	1	0.5	-0.5	2	2	0	2	-1.5	-1.5
Agree	Male	No	N/A	East Asian (e.g., Chinese, Japanese, Korean)	Chinese/Taiwanese	I do not have a disability	Middle Income	1	3	2	8	7	-1	1	1	0	3	3	0	2	1	1
Strongly Agree	Male	No, but I identify as an ally	Was captured above	White	Dutch + English	I do not have a disability	Middle Income	1	1	0	5	4	-1	1	1	0	3	3	0	2	-2	-2
Strongly Agree	Female	Yes	N/A	White	White American.	I have a disability	Upper-Middle Income	3	1	-2	6	3	-3	0.5	1	0.5	2	2	0	2	-5.5	-5.5
Strongly Agree	Female	No, but I identify as an ally	N/A	White	White	I have a disability	Upper-Middle Income	0	2	2	1	3	2	0.5	0.5	0	2	2	0	1	5	5

Strongly Agree										-1			-1			-1		0			-1			
	No Response	No Response	No Response	No Response	No Response	No Response	No Response	3	2		2	1		1	0		2	2		2	1		-4	-4
Agree	Female	Yes	No Response	White	No Response	I do not have a disability	Middle Income			0			-2			0			-1		-0.5	-3.5	-3.5	
Agree	Female	No, but I identify as an ally	No Response	White	Hungarian	I do not have a disability	Upper-Middle Income			1			0			0			1		0	2	2	
Strongly Agree	Female	Yes	Answered above	White	Russian and French Canadian	I have a disability	Upper-Middle Income			-1			-1			1			1		0	0	0	
Agree	Male	No, but I identify as an ally	It's captured by the questions above.	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican	Prefer not to say	Lower-Middle Income			-1			-3			0			0		0	-4	-4	
Strongly Agree	Male	No, but I identify as an ally	N/A	Black, African, or African American	N/A	I do not have a disability	Middle Income			0			-2			0			0		-0.5	-2.5	-2.5	
Strongly Agree	Male	No, but I identify as an ally	No Response	White	German	No Answer Given	Upper-Middle Income			-1			-2	0.5	0.5	0		1	2	1	-0.5	-2.5	-2.5	
Strongly Agree	Male	No	N/A	White	I don't know how else to say this, but just American. If you are looking for the genetics and race of my ancestors then Irish & Italian.	I do not have a disability	Middle Income			-1			3			0			0		-0.5	1.5	1.5	
Agree	Female	No, but I identify as an ally	captured by questions above	Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	I am half white (with most family on that side originating from Sweden) and half Hispanic (with most family on that side originating from both Spain and Mexico).	I do not have a disability	Upper-Middle Income			0			0			-1			0		0	-1	-1	
Agree	Female	Yes	null	American Indian or Alaska Native, White	Native American (specifically Citizen of Potawatomi Nation) and white (Dutch and German)	I do not have a disability	Lower-Middle Income			0		7.5	0.5		1	0		2	2		-0.5	0	0	
Agree	Male	No	N/A	East Asian (e.g., Chinese, Japanese, Korean)	Korean	I do not have a disability	Middle Income			0			-4			-0.5			0		0	-4.5	-4.5	
Agree	Female	No, but I identify as an ally	N/A	White	czech	I do not have a disability	Middle Income			0			0			0			1		1	2	2	

Strongly Agree	Male	Other (see freeform answer below)	I do not identify as a member of the LGBT community. I don't know what ally is/means. (haven't heard this before)	Hispanic, Latino, Latina, LatinX, or Spanish Origin,White	Three of my grandparents are white (mix-mosh of lots of European countries) and my fourth grandparent is an immigrant from Honduras.	I do not have a disability	Upper-Middle Income	1	1	0	6	7	1	1	0	3	3	0	2	2	0	1	1	
Agree		Female	No	Female	Middle Eastern or North African	Middle Eastern	I do not have a disability	Upper-Middle Income	3	3	0	6	2	-4	1	1	0	2	2	0	2	2	-4	-4
Agree		Transgender	Yes	N/A	Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian))	Filipino	I do not have a disability	Lower-Middle Income	2	3	1	6	6	0	1	1	0	2	2	0	1	1	1	1
Strongly Agree		Male	No, but I identify as an ally	No Response	White	No Response	Prefer not to say	Middle Income	2	1	-1	5	2	-3	0	1	1	2	3	1	1	2	-1	-1
Agree	Male	No	N/A	Hispanic, Latino, Latina, LatinX, or Spanish Origin,White	Canadian, Mexican,American	I do not have a disability	Middle Income	1	2	1	4	5	1	0.5	-0.5	2	3	1	1.5	1	-0.5	2	2	
Agree	Male	No	No Response	Hispanic Latino, Latina, LatinX,, or Spanish Origin,White	Mexican American	I do not have a disability	Lower Income	1	1	0	0	4	0.5	0.5	0	2	2	0	2	2	0	4	4	
Agree	Non binary	Yes	I am just queer, but I identified as a lesbian and bisexual in the past. (separately and at different times,of course)	White	Italian American	Prefer not to say	Lower Income	3	2.5	-0.5	6	6	0	0.5	0.5	0	2	0	-2	1	2	-1.5	-1.5	
Strongly Agree	Male	Yes	n/a	Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian))	Multiracial,White	Vietnamese,Swedish	I do not have a disability	Upper-Middle Income	1	1	0	7	6	1	1	0	3	3	0	2	2	0	-1	-1

No Response	Female	No, but I identify as an ally	No Response	White	No Response	I do not have a disability	Upper-Middle Income	2	1.5	-0.5	4	3	-1	0	0.5	0.5	3	3	0	2	2	0	-1	-1
No Response	Male	No	n/a	Hispanic, Latino, Latin, a LatinX, or Spanish Origin, White	Mexican American	I do not have a disability	Upper-Middle Income																	
Strongly Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	2	0	2	2	0	1	1	0	2	3	1	2	2	0	1	1
Strongly Agree, Agree	Male	No	No Response	Black, African, or African American	No Response	I do not have a disability	Middle Income	2.5	2.5	0	2	3	1	0.5	1	0.5	2	2	0	1	1	0	1.5	1.5
No Response	Female, Cisgender	No, but I identify as an ally	N/A	White	N/A	I do not have a disability	Middle Income	0	2	2	5	3	-2	0	1	1	2	3	1	2	2	0	2	2
No Response	Male	No	No Response	White	French, American	I do not have a disability	High Income	2	3	1	1	5	4	1	1	0	3	3	0	2	2	0	5	5
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	3	1	5	4	-1	0	0.5	0.5	2	2	0	2	1	-1	-0.5	-0.5
No Response	Female	No, but I identify as an ally	N/A	South Asian (e.g., Indian, Nepali, Pakistani), Multi racial, White	Nepali, French, Jewish	I have a disability	Lower Income	0.5	1.5	1	2	2	0	0.5	1	0.5	2	2	0	2	1.5	-0.5	1	1
No Response	Female	No, but I identify as an ally	No Response	Black, African, or African American	No Response	I do not have a disability	Middle Income																	
Strongly Agree	Male	No	N/A	Hispanic, Latino, Latin, a LatinX, or Spanish Origin, White	White, Hispanic	I do not have a disability	Upper-Middle Income	1	1	0	1	1	0	0	0.5	0.5	3	3	0	1	1	0	0.5	0.5
Agree	Female	No	No Response	White	No Response	I do not have a disability	Middle Income	2.5	2	-0.5	1	0	-1	0	0.5	0.5	1	0.5	-0.5	1	1	0	-1.5	-1.5
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response																	
No Response	Male	No	N/A	South Asian (e.g., Indian, Nepali, Pakistani)	N/A	I do not have a disability	Upper-Middle Income	1	0.5	-0.5	1	3	2	0	0	0	2	2	0	2	2	0	1.5	1.5
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	2	0	5	7	2	0.5	0.5	0	2	2	0	2	2	0	2	2

No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	1	2.5	1.5	0	4	4	0.5	0	-0.5	2	2	0	1	2	1	6	6
Agree	Female	No	NA	Hispanic, Latino, LatinX, or Spanish Origin	Mexcian American	I do not have a disability	Middle Income	1	2	1	1	0	-1	0.5	1	0.5	3	3	0	1	1	0		
Agree	Non binary	Yes	No Response	Black, African, or African American, White	Im just mixed, black and white	I do not have a disability	Middle Income																	
No Response	Female	Yes	N/A	White	Caucasian	I do not have a disability	Upper-Middle Income	2	3	1	4	4	0	0.5	0.5	0	2	2	0	2	1.5	-0.5	0.5	0.5
Strongly Agree	Female	No	No Response	White	No Response	I do not have a disability	Upper-Middle Income	1.5	1.5	0	8	6	-2	0	0.5	0.5	2	2	0	1	1	0	-1.5	-1.5
No Response	Male	Yes	No Response	Hispanic, Latino, LatinX, or Spanish Origin	Mexcian American	I have a disability	Lower Income	2	2	0	2	1	-1	0	1	1	2	2	0	2	1	-1	-1	-1
No Response	Male	No, but I identify as an ally	No Response	White	No Response	I do not have a disability	Upper-Middle Income	2	2	0	0	0	0	0.5	0.5	0	2	2	0	1	1	0	0	0
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	1.5	1	-0.5	3	5	2	0	0.5	0.5	1	3	2	1	1	0	4	4
No Response	Female	No	No Response	South Asian (e.g., Indian, Nepali, Pakistani)	Pakistani	I do not have a disability	Middle Income	0	0	0	1	2	1	0.5	0.5	0	2	2	0	1	2	1	2	2
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2.5	2.5	0	2	2	0	0.5	0	-0.5	2	2	0	2	1	-1	-1.5	-1.5
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	0	0.5	0.5	4	2	-2	1	1	0	2	2	0	0.5	2	1.5	0	0
Strongly Agree	Female	Prefer not to say	No Response	Black, African, or African American	No Response	I do not have a disability	Middle Income	3	3	0	7	7	0	1	1	0	3	2	-1	2	2	0	-1	-1
Agree	Male	No, but I identify as an ally	No Response	White	No Response	I do not have a disability	Upper-Middle Income	2	2	0	4	5	1	1	1	0	2	3	1	0.5	2	1.5	3.5	3.5
Agree	Female	No, but I identify as an ally	N/A	Hispanic, Latino, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Middle Income		1		0	0	0		0	0		2	2		2	2	4	

Agree	Male	Other (see freeform answer below)	No, but I might identify as an ally depending on what it means. I don't know what the exact meaning is.	White	Honestly, I don't know what kind of white I am. I think I might be a little bit German.	I do not have a disability	Middle Income	2	2	0	5	5	0	1	1	0	3	3	0	2	2	0	0	0
Strongly Agree	Female	No, but I identify as an ally	No Response	White	American	I do not have a disability	Upper-Middle Income	1	0	-1	0	6	6	0.5	0.5	0	1.5	2	0.5	2	2	0	5.5	5.5
Agree	Male	No, but I identify as an ally	n/a	White	Swiss	I do not have a disability	Upper-Middle Income	2	1	-1	2	3	1	1	1	0	2	2	0	2	2	0	0	0
Strongly Agree	Male	No	N/A	White	German & Polish	I do not have a disability	Upper-Middle Income	3	3	0	5	4	-1	1	1	0	3	3	0	1	1	0	-1	-1
Agree	Female	No	n/a	White	German, English, American	I do not have a disability	Upper-Middle Income	3	3	0	3	2	-1	1	1	0	2	2	0	2	2	0	-1	-1
Agree	Female	No, but I identify as an ally	n/a	White	n/a	I do not have a disability	Upper-Middle Income	2	3	1	3	6	3	1	1	0	2	2	0	2	2	0	4	4
No Response	Female	Yes	Pansexual	White	White, German	I do not have a disability	Lower Income	0	2	2	5	7	2	0.5	0.5	0	1	3	2	2	2	0	6	6
Neutral	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	3	1	8	8	0	1	1	0	3	3	0	1	1	0	1	1
Strongly Agree	Male	No, but I identify as an ally	No Response	White	Irish	I do not have a disability	Lower-Middle Income	2	2	0	3	4	1	1	1	0	2	2	0	2	2	0	1	1
Strongly Agree	Male	No	N/A	American Indian or Alaska Native, White	German, Irish, Native American.	I do not have a disability	Middle Income	0	1	1	4	7	3	1	1	0	2	2	0	2	2	0	4	4
Agree	Male	No	I'm Straight	Middle Eastern or North African, White	Saudi Arabia	I do not have a disability	Upper-Middle Income		1			1			0		1			2				

Agree	Female, Cisgender	Yes	No Response	White	n/a	I have a disability	Lower-Middle Income	0	0	0	5	5	0	1	1	0	3	3	0	2	1	-1	-1	-1
Strongly Agree	Male	No	No Response	White	No Response	I do not have a disability	Middle Income	1	2	1	2	5	3	1	1	0	3	2	-1	1.5	2	0.5	3.5	3.5
Agree	Female	No	N/A	White	Irish, Polish	I do not have a disability	Upper-Middle Income	0	0	0	5	7	2	1	1	0	3	3	0	1.5	2	0.5	2.5	2.5
Strongly Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	2	0	2	6	4	0.5	1	0.5	2	3	1	2	2	0	5.5	5.5
Agree	Female	Yes	Female, Queer	Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Hispanic from Mexico	Prefer not to say	Upper-Middle Income	3	3	0	1	4	3	1	1	0	3	3	0	2	2	0	3	3
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	0	0	0	0	0	0	0	0	0	0	2	2	0	2	2	4	4
Strongly Agree	Male	No	No Response	White	No Response	I do not have a disability	Middle Income	2	2	0	1	3	2	0.5	0.5	0	2	2	0	0	2	2	4	4
Strongly Agree	Male	No, but I identify as an ally	No Response	White	Italian/Scottish	I have a disability	Upper-Middle Income	2	2	0	4	7	3	1	1	0	2	2	0	2	2	0	3	3
Strongly Agree	Male	No	Male	East Asian (e.g., Chinese, Japanese, Korean)	Chinese (Cantonese)	I do not have a disability	Upper-Middle Income	1	3	2	6	4	-2	1	1	0	3	3	0	2	2	0	0	0
Strongly Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2	2	0			0	1	1	0	3	2	-1	2	2			
Agree	Male	Yes	I identify as a he/him gay cis male.	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Hispanic	I do not have a disability	Lower-Middle Income	1	2.5	1.5	5	6	1	1	1	0	2	2	0	2	0	-2	0.5	0.5
Strongly Agree	Male	No	N/A	White	50% Irish, 50% mix of other European countries	I do not have a disability	Upper-Middle Income	1			6			0.5			2			2			0	

Agree	Female	Yes	No Response	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I have a disability	Lower-Middle Income	2	2	0	3	0	-3	1	1	0	2	2	0	2	2	0	-3	-3
Agree	Female	No, but I identify as an ally	N/A	South Asian (e.g., Indian, Nepali, Pakistani)	Bangladeshi	I do not have a disability	Lower-Middle Income	1.5	1	-0.5	3	5	2	1	1	0	2	2	0	2	2	0	1.5	1.5
No Response	Male	No, but I identify as an ally	No Response	White	Norwegian, Scottish, Welsh	I do not have a disability	Middle Income	0	0	0	0	2	2	0.5	0.5	0	3	3	0	2	1	-1	1	1
Strongly Agree	Female	Yes	N/A	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Middle Income		2		0	7			1			3			2		0	
Agree	Female	No, but I identify as an ally	I am a female	South Asian (e.g., Indian, Nepali, Pakistani)	I am Indian.	I do not have a disability	High Income	2	0	-2	6	7	1	0.5	0	-0.5	2	2	0	1	1	0	-1.5	-1.5
Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response																	
Neutral	Male	No	No Response	South Asian (e.g., Indian, Nepali, Pakistani), Multi racial, White	British, half scottish, half pakistani	I do not have a disability	Lower-Middle Income	2.5	2	-0.5	5	4	-1	1	1	0	2	2	0	2	2	0	-1.5	-1.5
Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response																	
Strongly Agree	Male	Prefer not to say	unsure	Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Brazilian-American	I have a disability	Middle Income	1	2	1	0	6	6	1	1	0	2.5	3	0.5	2	2	0	7.5	7.5
Agree	Female	No, but I identify as an ally	N/A	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Middle Income	1	1	0	3	6	3	1	1	0	3	3	0	2	2	0	3	3
Agree	Female	No	No Response	White	No Response	I do not have a disability	Upper-Middle Income	1	1.5	0.5	4	7	3	1	1	0	2	2	0	2	2	0	3.5	3.5
Agree	Male	No	N/A	American Indian or Alaska Native, Hispanic, Latino, Latina, LatinX, or Spanish Origin, White	Native American, Mexican American, Spanish, Irish	I do not have a disability	Middle Income	1	2	1	7	6	-1	1	1	0	2	2	0	2	2	0	0	0

Strongly Agree	Male	Yes	No Response	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Brazilian-American	I do not have a disability	Lower-Middle Income	1	2	1	2	4	2	0.5	0.5	0	2	3	1	2	2	0	4	4
Strongly Agree	Female	No	N/A	East Asian (e.g., Chinese, Japanese, Korean)	Taiwanese	I do not have a disability	Middle Income	1.5	1	-0.5	6	6	0	1	1	0	2	3	1	1	2	1	1.5	1.5
Agree	Female	No, but I identify as an ally	I am straight	Hispanic, Latino, Latina, LatinX, or Spanish Origin, Southeast Asian (e.g., Cambodian, Indonesian, Thai, Malaysian)), White	Filipina, Puerto Rican, German	I have a disability	Middle Income	2.5	3	0.5	2	4	2	1	1	0	1	3	2	2	2	0	4.5	4.5
Strongly Agree	Male	Yes	No Response	White	No Response	I do not have a disability	Prefer not to answer	2	3	1	4	7	3	1	1	0	3	3	0	2	1	-1	3	3
Neutral	No Response	No Response	No Response	No Response	No Response	No Response	No Response	1	1	0	6	5	-1	1	1	0	2	2	0	2	2	0		
Strongly Agree	Male	No	He/him	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Spaniard	I do not have a disability	Upper-Middle Income	0	0	0	4	4	0	1	1	0	3	2	-1	2	2	0	-1	-1
Strongly Agree	Female	Yes	No Response	White	Polish, German	I do not have a disability	Upper-Middle Income	2.5	3	0.5	2	5	3	1	1	0	2	3	1	2	2	0	4.5	4.5
Strongly Agree	Female	Yes	The questions above capture my identity.	White	White- Scottish and German ancestry	I do not have a disability	Upper-Middle Income	1.5	1.5	0	7	6	-1	1	1	0	3	3	0	2	2	0	-1	-1
Strongly Agree	Female	No, but I identify as an ally	No Response	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican	I do not have a disability	Lower Income	0	1	1	5	5	0	1	1	0	2	2	0	1	2	1	2	2
Strongly Agree	Female	Yes	N/A	Prefer not to say	Indian.	Prefer not to say	Prefer not to answer	1.5	1	-0.5	4	4	0	0	0	0	2	2	0	2	2	0	-0.5	-0.5
Agree	Non binary	Yes	No Response	Hispanic, Latino, Latina, LatinX, or Spanish Origin	Mexican American	I do not have a disability	Upper-Middle Income	1	3	2	7	7	0	1	1	0	3	3	0	2	2	0	2	2
Strongly Agree	No Response	No Response	No Response	No Response	No Response	No Response	No Response	1	2.5	1.5	6	3	-3	0	1	1	1	2	1	2	2	0	0.5	0.5

Strongly Agree	Male	No	Straight	East Asian (e.g., Chinese, Japanese, Korean), White	Bulgarian, Taiwanese	I do not have a disability	Middle Income	0	0	0	3	3	0	1	0	-1	2	1	-1	2	2	0	-2	-2
No Response	No Response	No Response	No Response	No Response	No Response	No Response	No Response	2			0			1		2			1			0	0	