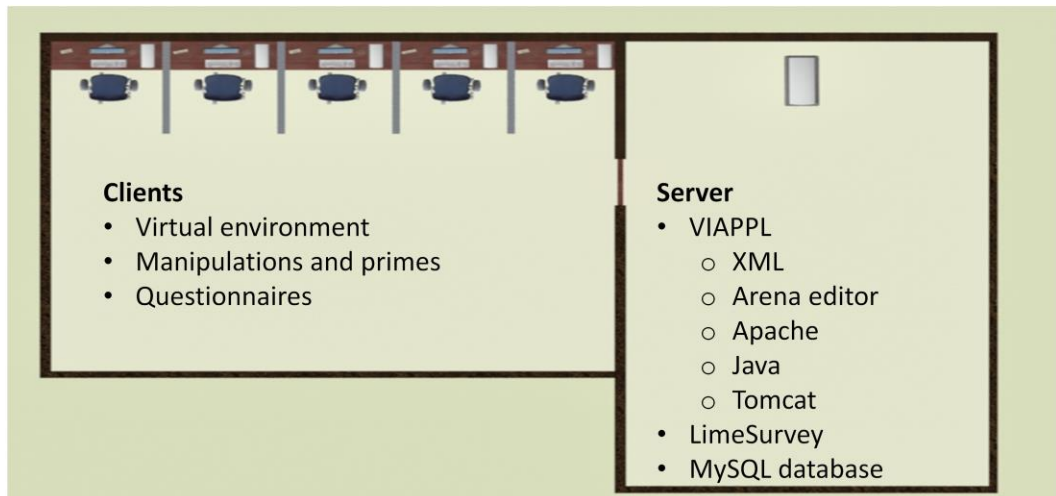


VIAPPL Instructions

How to set up an experiment

Kevin Durrheim
Mike Quayle
Larry Tooke
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University of KwaZulu-Natal

Architecture of VIAPPL



VIAPPL administration console:

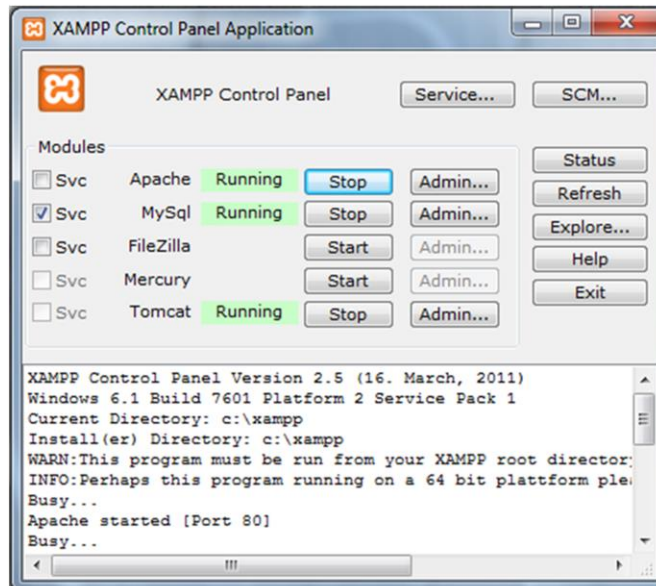
- Upload and validate XML game specifications
- Stage, start, monitor, reset, or replay games
- Combine and export data from in-game surveys and social-network interactions for further analysis in SPSS, R, Visone or other software.

VIAPPL Game Clients

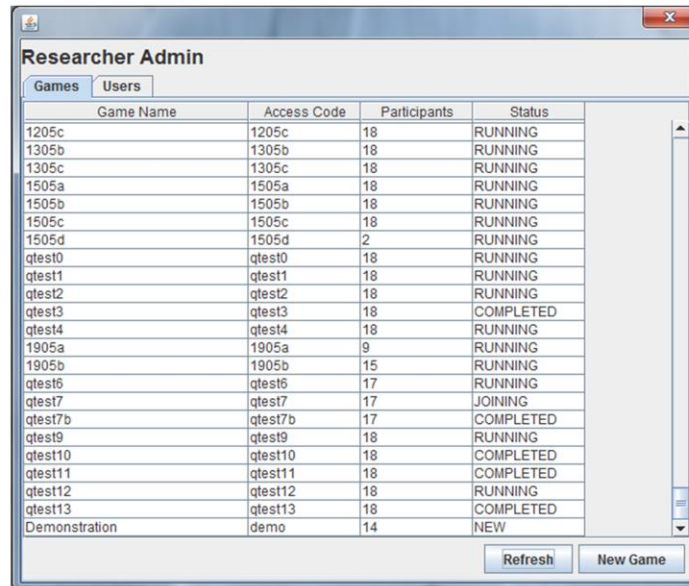
- Handshake with server to log-in user
- Display game state to user
- Collect user input and relay to game-engine

Part 1

Setting up a game



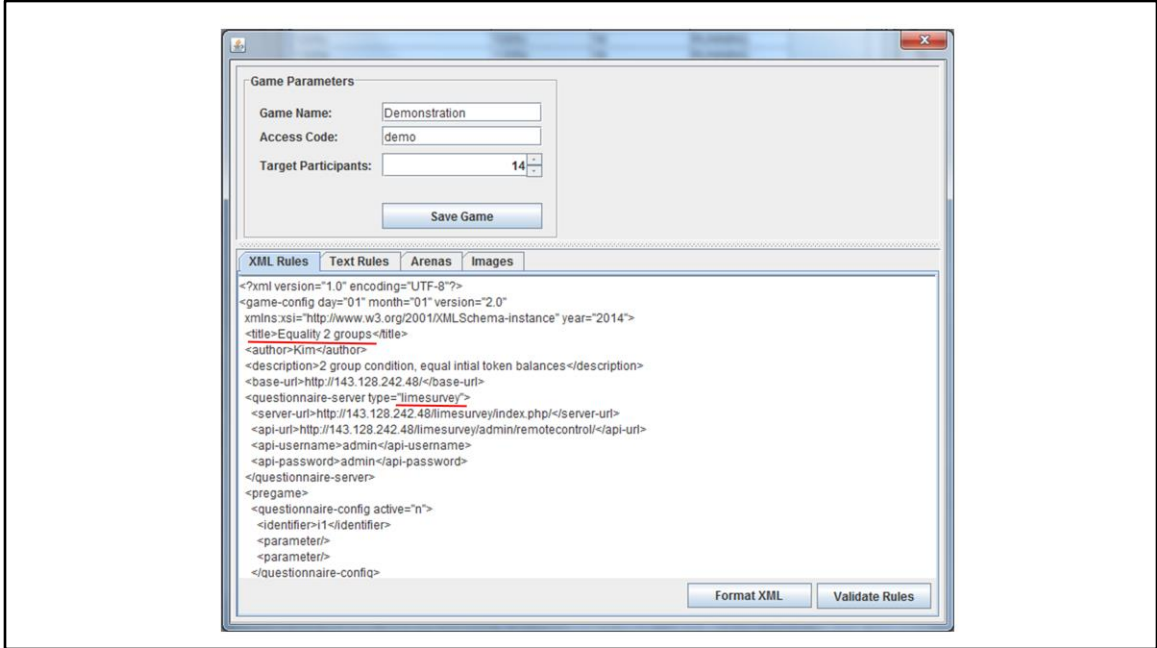
Before launching VIAPPL make sure that Apache, MySQL and Tomcat are running



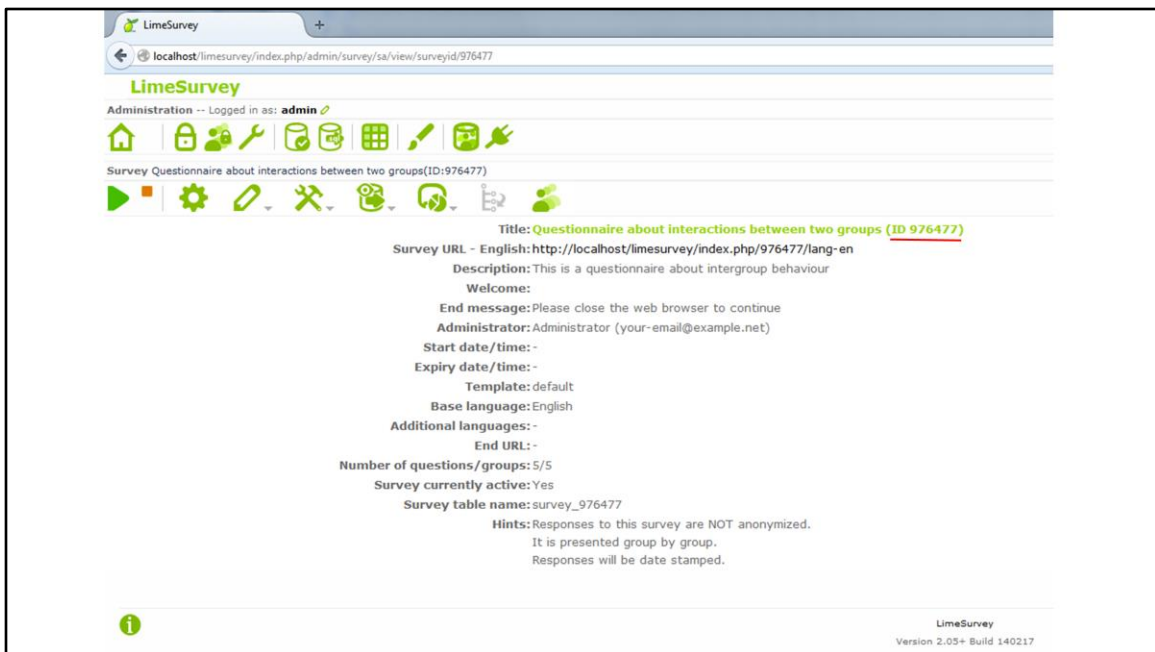
The screenshot shows a window titled "Researcher Admin" with two tabs: "Games" (selected) and "Users". The "Games" tab displays a table with four columns: "Game Name", "Access Code", "Participants", and "Status". The table lists various games, including 1205c, 1305b, 1305c, 1505a, 1505b, 1505c, 1505d, qtest0, qtest1, qtest2, qtest3, qtest4, 1905a, 1905b, qtest6, qtest7, qtest7b, qtest9, qtest10, qtest11, qtest12, qtest13, and a "Demonstration" game. The status of each game is indicated in the "Status" column, with values like RUNNING, COMPLETED, JOINING, and NEW. At the bottom right of the window, there are two buttons: "Refresh" and "New Game".

| Game Name | Access Code | Participants | Status |
|---------------|-------------|--------------|-----------|
| 1205c | 1205c | 18 | RUNNING |
| 1305b | 1305b | 18 | RUNNING |
| 1305c | 1305c | 18 | RUNNING |
| 1505a | 1505a | 18 | RUNNING |
| 1505b | 1505b | 18 | RUNNING |
| 1505c | 1505c | 18 | RUNNING |
| 1505d | 1505d | 2 | RUNNING |
| qtest0 | qtest0 | 18 | RUNNING |
| qtest1 | qtest1 | 18 | RUNNING |
| qtest2 | qtest2 | 18 | RUNNING |
| qtest3 | qtest3 | 18 | COMPLETED |
| qtest4 | qtest4 | 18 | RUNNING |
| 1905a | 1905a | 9 | RUNNING |
| 1905b | 1905b | 15 | RUNNING |
| qtest6 | qtest6 | 17 | RUNNING |
| qtest7 | qtest7 | 17 | JOINING |
| qtest7b | qtest7b | 17 | COMPLETED |
| qtest9 | qtest9 | 18 | RUNNING |
| qtest10 | qtest10 | 18 | COMPLETED |
| qtest11 | qtest11 | 18 | COMPLETED |
| qtest12 | qtest12 | 18 | RUNNING |
| qtest13 | qtest13 | 18 | COMPLETED |
| Demonstration | demo | 14 | NEW |

Either open an existing game or create a new game.



In the top panel, name the game and give it an access code which will be used by participants to log in. Paste the xml rules and edit as required, then validate rules and save the game.



Set up a survey in Limesurvey, activate the survey ensuring that the token options: Allow multiple responses or update responses with one token? And Enable token-based response persistence? Are set to yes. (in survey settings)
Make a note of the survey's ID in order to insert it into the xml rules.

The screenshot shows a 'Game Setup' window with several tabs: 'Game Parameters', 'Game Status', 'Game Controller', 'Game Testing', 'Game Output', 'XML Rules', 'Text Rules', 'Arenas', and 'Images'. The 'Game Parameters' tab is active, showing fields for 'Game Name' (Demonstration), 'Access Code' (demo), and 'Participants' (14). The 'Game Status' tab shows 'Status: NEW', 'Joined: 0/14', 'Progress: Trial: 0/2, Rnd: 0/40', 'Last Activity: 17-Jun-14 11:49:52', 'Locked: ☐', and 'Debugging: ☐'. The 'Game Controller' tab has buttons for 'Stage / Unstage', 'Lock / Unlock', 'Debug Off / On', 'Reset', 'Delete', and 'Questionnaire (advance)'. The 'Game Testing' tab has buttons for 'Test (multiple)', 'Test (login)', 'Interactions', 'Questionnaire (single)', and 'Questionnaire (multiple)'. The 'Game Output' tab has buttons for 'Debugging Data', 'Game Data', and 'Visual History'. The 'XML Rules' tab is selected, showing an XML configuration for a game named 'Equality 2 groups'. The XML includes fields for 'game-config', 'title', 'author', 'description', 'base-url', 'questionnaire-server', 'server-url', 'api-url', 'api-username', 'api-password', 'pregame', and 'questionnaire-config'. The 'questionnaire-config' field has a value of 'active=y'.

| Game Parameters | Game Status | Game Controller | Game Testing | Game Output |
|---|--|-------------------------|--------------------------|----------------|
| Game Name: <input type="text" value="Demonstration"/> | Status: NEW | Stage / Unstage | Test (multiple) | Debugging Data |
| Access Code: <input type="text" value="demo"/> | Joined: 0/14 | Lock / Unlock | Test (login) | Game Data |
| Participants: <input type="text" value="14"/> | Progress: Trial: 0/2, Rnd: 0/40 | Debug Off / On | Interactions | Visual History |
| <input type="button" value="Update"/> | Last Activity: 17-Jun-14 11:49:52 | Reset | Questionnaire (single) | |
| | Locked: <input type="checkbox"/> | Delete | Questionnaire (multiple) | |
| | Debugging: <input type="checkbox"/> | Questionnaire (advance) | | |
| | <input type="button" value="Refresh"/> | | | |

```

<?xml version="1.0" encoding="UTF-8"?>
<game-config day="01" month="01" version="2.0"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" year="2014">
  <title>Equality 2 groups</title>
  <author>Kevin</author>
  <description>2 group condition, equal initial token balances</description>
  <base-url>http://143.128.242.48/</base-url>
  <questionnaire-server type="timesurvey">
    <server-url>http://143.128.242.48/timesurvey/index.php/</server-url>
    <api-url>http://143.128.242.48/timesurvey/admin/remotectl/</api-url>
    <api-username>admin</api-username>
    <api-password>admin</api-password>
  </questionnaire-server>
  <pregame>
    <questionnaire-config active="y">

```

The game set up window is opened once the initial game is saved. Here one can further edit the xml rules, update participant numbers, add the arena as well as images for the random assignment task.

The screenshot shows a software interface for configuring a game. It is divided into several sections:

- Game Parameters:** Includes fields for Game Name (Demonstration), Access Code (demo), and Participants (14). There is an 'Update' button.
- Game Status:** Shows Status (NEW), Joined (0/14), Progress (Trial: 0/2, Rnd: 0/40), Last Activity (17-Jun-14 11:49:52), Locked (checkbox), and Debugging (checkbox). There is a 'Refresh' button.
- Game Controller:** Contains buttons for Stage / Unstage, Lock / Unlock, Debug Off / On, Reset, Delete, and Questionnaire (advance).
- Game Testing:** Contains buttons for Test (multiple), Test (login), Interactions, Questionnaire (single), and Questionnaire (multiple).
- Game Output:** Contains buttons for Debugging Data, Game Data, and Visual History.
- XML Rules:** A tabbed section with 'XML Rules' selected. It shows a list of rules with a search bar. The visible XML code includes:


```

      <api-url>http://143.128.242.48/limesurvey/admin/remotecontrol/</api-url>
      <api-username>admin</api-username>
      <api-password>admin</api-password>
      </questionnaire-server>
      <pregame>
      <questionnaire-config active="y">
      <identifier>976477</identifier>
      <parameter/>
      <parameter/>
      </questionnaire-config>
      <interaction-config active="y">
      <interaction-set groups="ABCD">
      <text-page>
      <title>Task Instructions</title>
      <message>You will shortly be shown an image of a circle of dots.
      
```

 There are 'Format XML' and 'Update Rules' buttons at the bottom right of this section.

Scrolling down the xml rules, one can see that the survey can be placed at different stages of the game: pregame, postgame and pretrial or post trial. To activate, type 'y' and insert the Limesurvey ID into the identifier line.

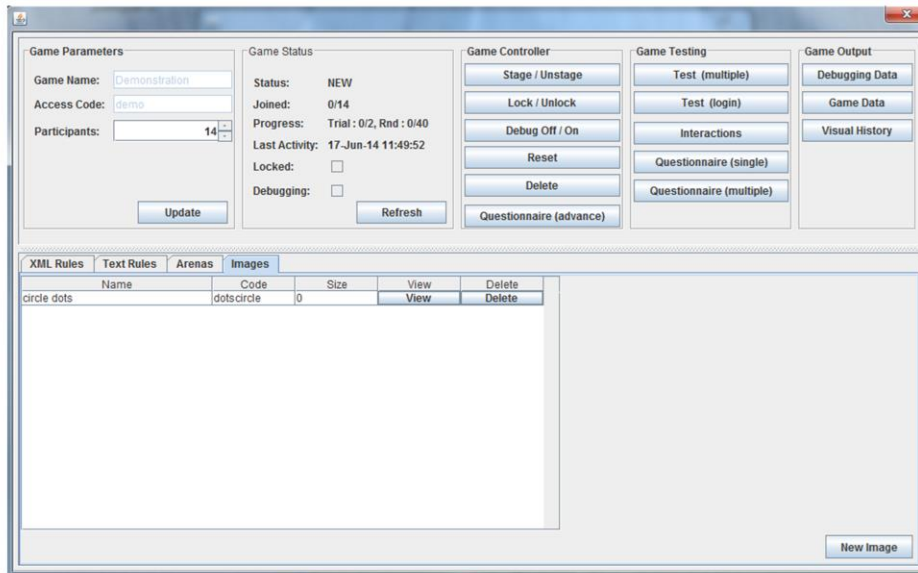
The screenshot shows a game management interface with the following sections:

- Game Parameters:**
 - Game Name:
 - Access Code:
 - Participants:
 -
- Game Status:**
 - Status: NEW
 - Joined: 0/14
 - Progress: Trial : 0/2, Rnd : 0/40
 - Last Activity: 17-Jun-14 11:49:52
 - Locked: ☐
 - Debugging: ☐
 -
- Game Controller:**
 -
 -
 -
 -
 -
 -
- Game Testing:**
 -
 -
 -
 -
 -
- Game Output:**
 -
 -
 -

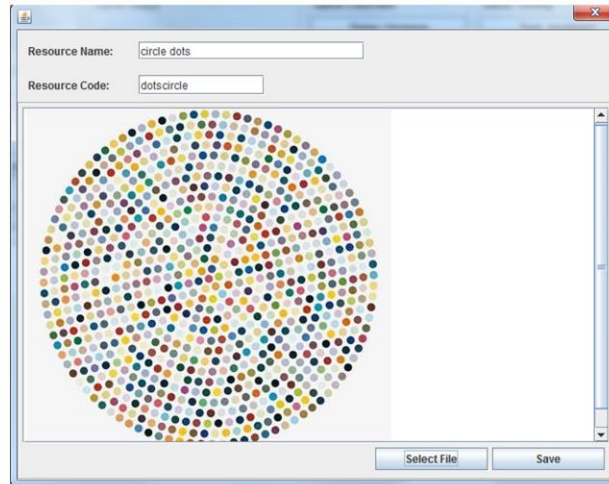
Below these sections is a tabbed interface with the following tabs: XML Rules, **Text Rules**, Arenas, and Images. The **Text Rules** tab is active, showing the following text:

```
Title: Equality 2 groups
Author: Kevin
Desc: 2 group condition, equal initial token balances
Trial 1: Group Visible: true , Balance: true , Ties: arrow , Rounds: 2 , Tokens: 20 ,
```

The text rules tab allow one to check the basic details of the game to ensure that you have set it up correctly and to check the details of past games.



The images tab allows one to insert images to be used in the random assignment task. Click “new image” button.



Select an image, name it and give it a code- which is inserted into the xml rules

Game Name:

Access Code:

Participants:

Update

Status: NEW

Joined: 0/14

Progress: Trial : 0/2, Rnd : 0/40

Last Activity: 17-Jun-14 11:49:52

Locked: ☐

Debugging: ☐

Refresh

Stage / Unstage

Lock / Unlock

Debug Off / On

Reset

Delete

Questionnaire (advance)

Test (multiple)

Test (login)

Interactions

Questionnaire (single)

Questionnaire (multiple)

Debugging Data

Game Data

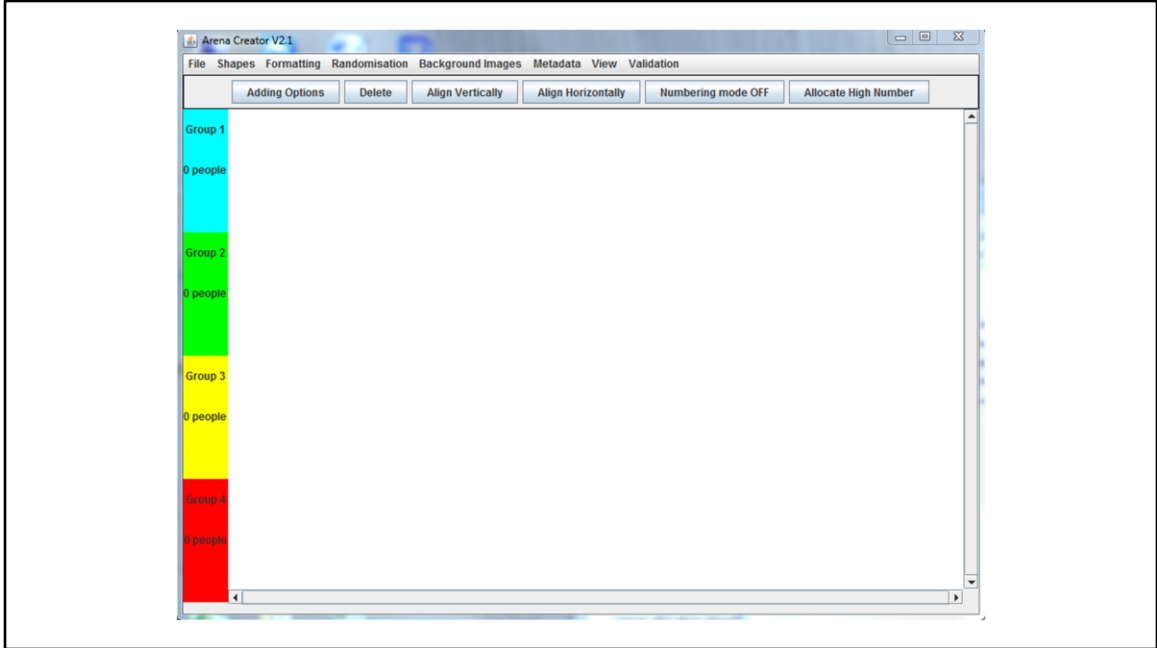
Visual History

XML Rules
Text Rules
Arenas
Images

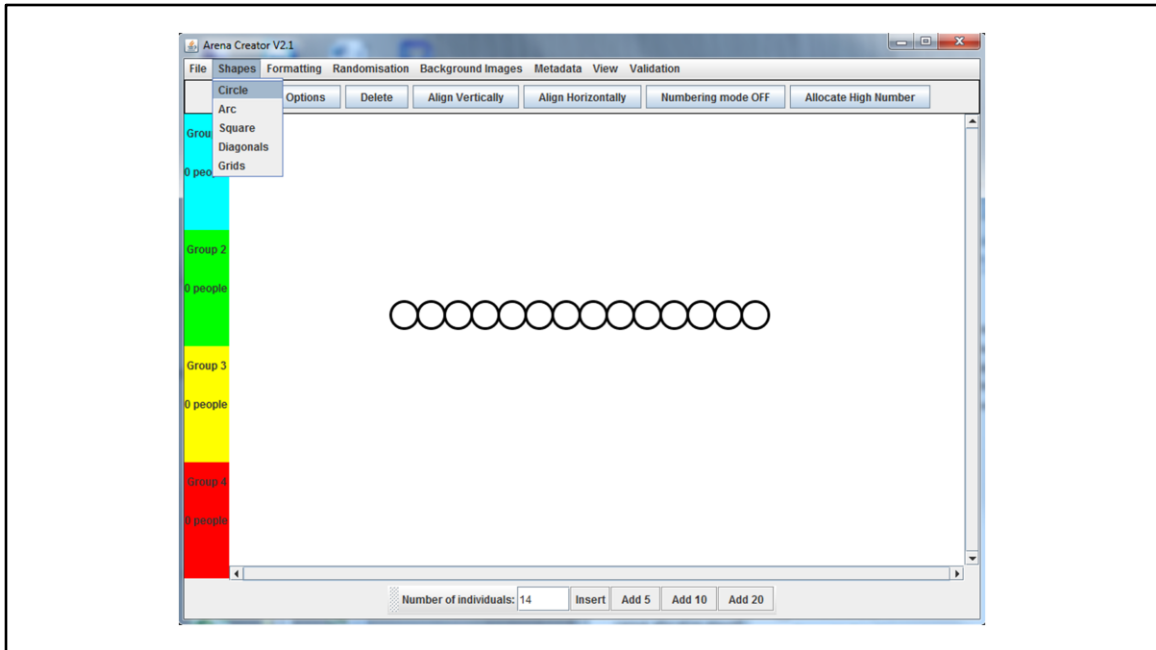
| Name | Code | Size | View | Delete |
|-------|------|------|------|--------|
| arena | 1 | 0 | View | Delete |

New Arena

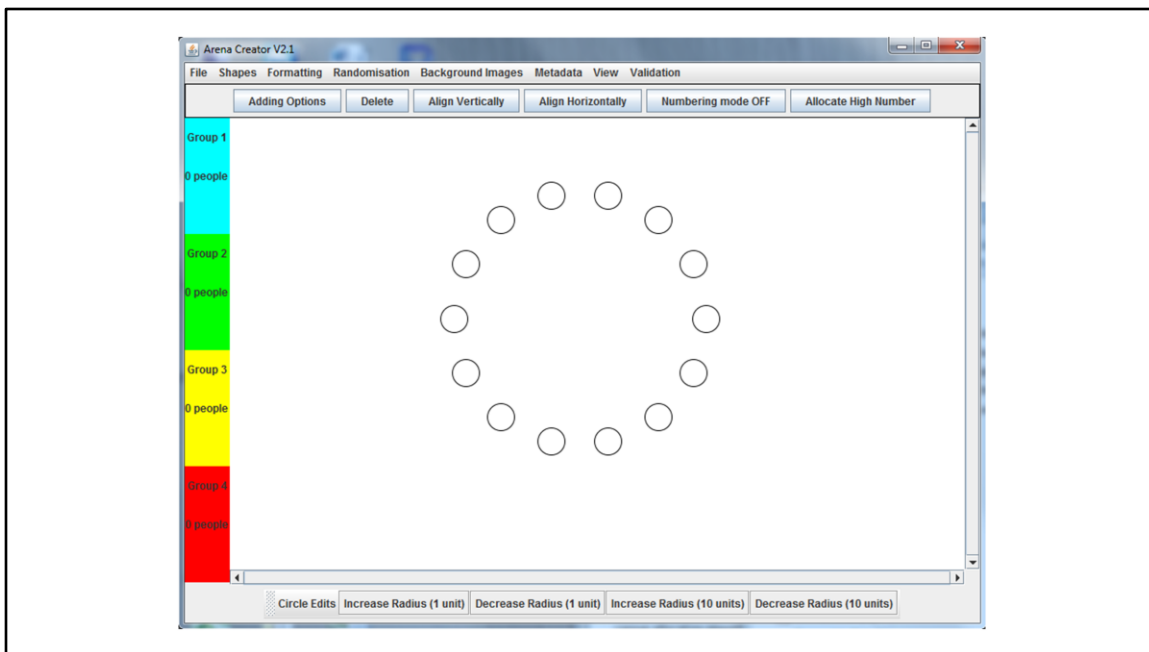
In the arenas tab, insert the arena in which participants will play.



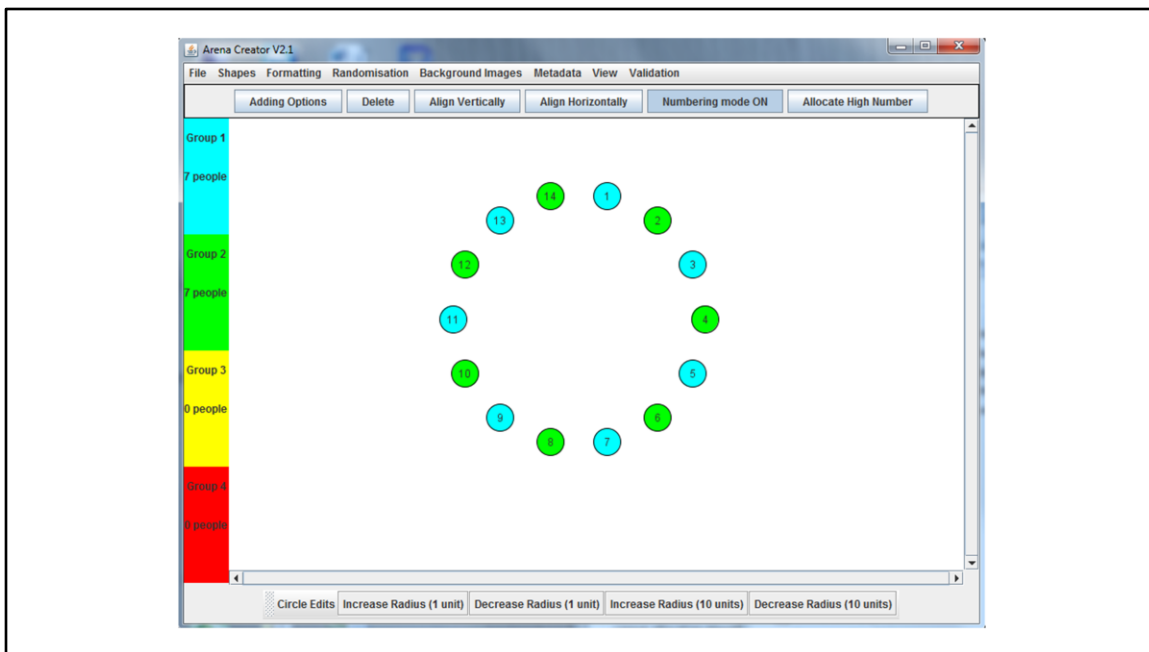
The arena editor is the program used to create and edit arena. The arena can be edited to show different configurations of players and groups of players on the screen, as well as change the number of participants. To add participants click adding options and type in the number of participants in the bottom tab.



Highlight the dots that appear by dragging a box around them and arrange them according to a shape which you can reposition on the screen.



The bottom tab, gives options for the spacing of the shape that the dots have been arranged in.



The dots need to be numbered in order for VIAPPL to register their existence as players and correctly record the tie formation. Click the numbering mode in at the top tab and then select the dots one by one in the number sequence you desire.

One can then allocate dots to groups by selecting a group of dots and then clicking one of the grouping options on the left hand side of the screen.

The screenshot displays a game management interface with several functional panels:

- Game Parameters:** Includes fields for Game Name (Demonstration), Access Code (demo), and Participants (14), with an Update button.
- Game Status:** Shows Status (NEW), Joined (0/14), Progress (Trial: 0/2, Rnd: 0/40), Last Activity (17-Jun-14 11:49:52), and checkboxes for Locked and Debugging, with a Refresh button.
- Game Controller:** Contains buttons for Stage / Unstage, Lock / Unlock, Debug Off / On, Reset, Delete, and Questionnaire (advance).
- Game Testing:** Includes buttons for Test (multiple), Test (login), Interactions, Questionnaire (single), and Questionnaire (multiple).
- Game Output:** Features buttons for Debugging Data, Game Data, and Visual History.
- XML Rules:** A tabbed section showing an XML configuration for a game named 'Equality 2'. The XML includes details about the game configuration, author, description, base URL, questionnaire server, and API settings. Buttons for Format XML and Update Rules are at the bottom right of this section.

Once the rules are set up, you can then stage the game in the game control panel. Unstaged games cannot be played. The game controller panel allows one to reset games (which wipes the existing data), delete unused games and to record problems during testing. The testing panel allows you to check whether interactions and questionnaires have been correctly set up as well as test automatically. Game output allows you to access the data which is recorded in excel format, as well as the round moves images of the game (also in excel). The debugging data can be accessed for testing and development purposes.

Part 2

Managing participant login and
activity on the client side

VIAPPL Login

Login

User Name:

Password:

Enter your username and password and click on "Login" to begin.

If you don't have a user account click on "Register" to create one.

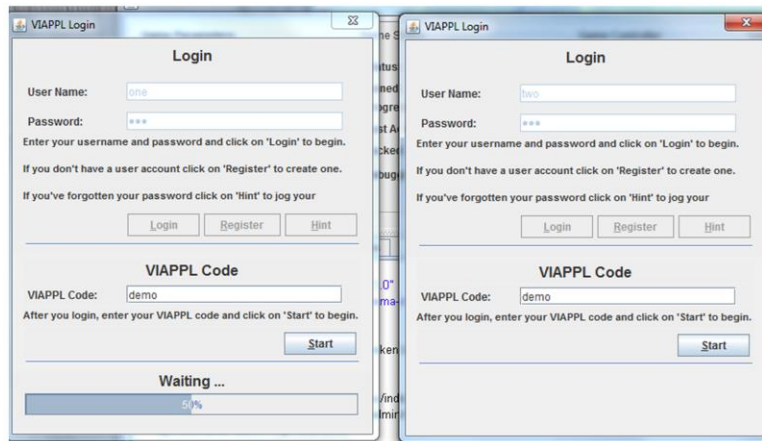
If you've forgotten your password click on "Hint" to jog your

VIAPPL Code

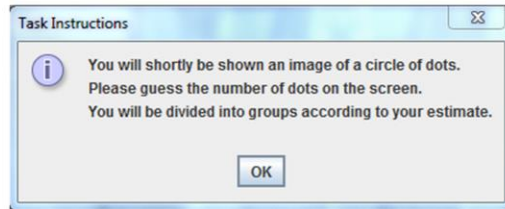
VIAPPL Code:

After you login, enter your VIAPPL code and click on "Start" to begin.

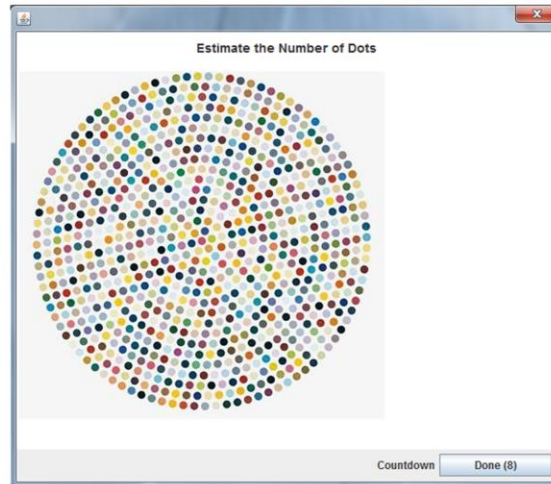
To log into a game, users must register a username and password beforehand. Then the VIAPPL code (as set up in the “new game” window) is used to start the game.



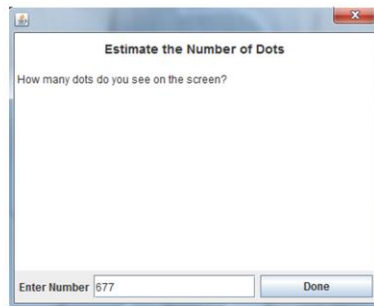
The progress bar allows you to see how many participants still need to log in.



Before the token allocation begins, participants will be divided according to a random allocation task created by the author of the game. The text in the instructions, as well as any images that are used can be edited in the xml rules.



In this example, participants are presented with an image, which is set on a timer.

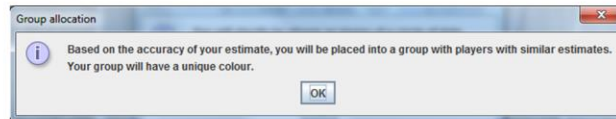


Estimate the Number of Dots

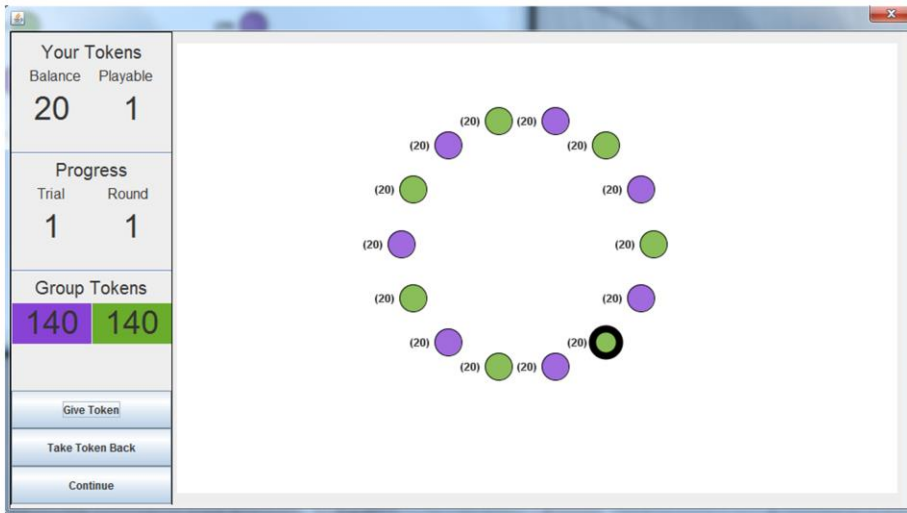
How many dots do you see on the screen?

Enter Number 677 Done

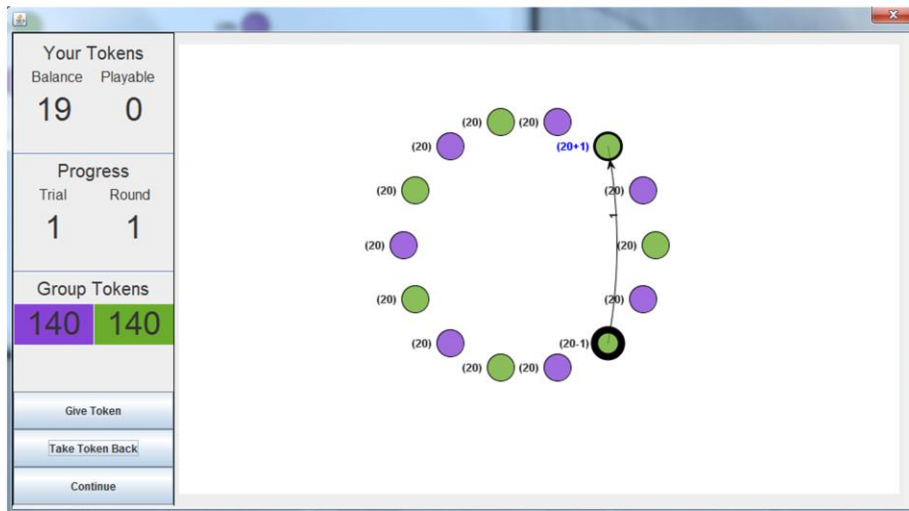
Then participants type in their response. Once again this can be edited and the response is not recorded as it is a dummy task.



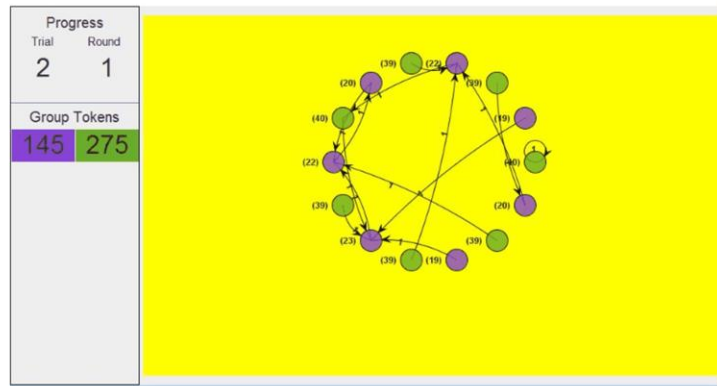
Participants are then presented with an information screen, letting them know they have been assigned to groups.



The dark circle indicates the current player's position on the screen. On the left panel, there are details about the game- individual and group balance, game progress as well as participants option for actions.

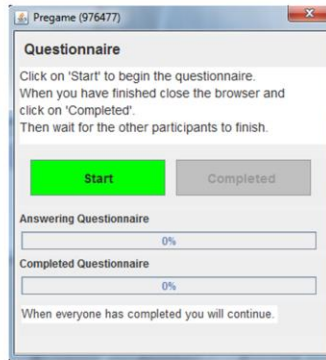


To allocate a token, players click on another player (or themselves) click give token (on the bottom left) and then press continue while they wait for other players to make allocations. Before they have pressed continue they may change their minds and take the token back. This is not a “steal” option currently, just a way to change their minds.



This shows the round moves images that are presented to the participant at the end of each round of allocation.

This is what the results of a game of 40 rounds looks like in animation



When you have active Limesurvey it appears to the participants like this. They click start, opening a web browser with the survey.

Questionnaire about interactions between two groups

This is a questionnaire about intergroup behaviour

0% 100%

Please answer the questions from strongly disagree to strongly agree

Choose an answer

| | strongly disagree | disagree | somewhat disagree | neither agree or disagree | somewhat agree | agree | strongly agree |
|--|-----------------------|----------------------------------|-----------------------|---------------------------|-----------------------|-----------------------|-----------------------|
| I identify with other members of my group. | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| I have a sense of belonging to my group. | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| I feel strong ties with my group. | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

Resume later Next > Exit and clear survey

Once the survey is completed, participants exit the web browser and press continue. The survey data is recorded on the Limesurvey database and can be linked to the participants' VIAPPL data by the sequence number.

Part 3

Working with VIAPPL data

| | A | B | C | D | E | F | G | H | I | J | K | L | M |
|----|-----------|------------|---------|---------|---------------|-------|---------|-------------------|--------------------|-----------------|------------------|-------------|-----------|
| 1 | gameName | accessCode | trialNo | roundNo | participantId | seqNo | groupNo | tokensFromInGroup | tokensFromOutGroup | tokensToInGroup | tokensToOutGroup | startTokens | endTokens |
| 2 | eng027sd2 | eng027sd2 | 1 | 1 | 976 | 1 | 2 | 1 | 2 | 1 | 0 | 2 | 4 |
| 3 | eng027sd2 | eng027sd2 | 1 | 1 | 974 | 2 | 1 | 0 | 0 | 0 | 1 | 2 | 1 |
| 4 | eng027sd2 | eng027sd2 | 1 | 1 | 978 | 3 | 2 | 0 | 0 | 0 | 1 | 2 | 1 |
| 5 | eng027sd2 | eng027sd2 | 1 | 1 | 980 | 4 | 1 | 0 | 1 | 0 | 1 | 2 | 2 |
| 6 | eng027sd2 | eng027sd2 | 1 | 1 | 970 | 5 | 2 | 0 | 2 | 0 | 1 | 2 | 3 |
| 7 | eng027sd2 | eng027sd2 | 1 | 1 | 968 | 6 | 1 | 1 | 0 | 1 | 0 | 2 | 2 |
| 8 | eng027sd2 | eng027sd2 | 1 | 1 | 971 | 7 | 2 | 0 | 0 | 0 | 1 | 2 | 1 |
| 9 | eng027sd2 | eng027sd2 | 1 | 1 | 972 | 8 | 1 | 0 | 1 | 0 | 1 | 2 | 2 |
| 10 | eng027sd2 | eng027sd2 | 1 | 1 | 973 | 9 | 2 | 0 | 0 | 0 | 1 | 2 | 1 |
| 11 | eng027sd2 | eng027sd2 | 1 | 1 | 975 | 10 | 1 | 0 | 0 | 1 | 0 | 2 | 1 |
| 12 | eng027sd2 | eng027sd2 | 1 | 1 | 979 | 11 | 2 | 1 | 0 | 1 | 0 | 2 | 2 |
| 13 | eng027sd2 | eng027sd2 | 1 | 1 | 967 | 12 | 1 | 1 | 2 | 1 | 0 | 2 | 4 |
| 14 | eng027sd2 | eng027sd2 | 1 | 1 | 969 | 13 | 2 | 0 | 0 | 0 | 1 | 2 | 1 |
| 15 | eng027sd2 | eng027sd2 | 1 | 1 | 977 | 14 | 1 | 1 | 1 | 0 | 1 | 2 | 3 |
| 16 | eng027sd2 | eng027sd2 | 1 | 2 | 976 | 1 | 2 | 1 | 0 | 0 | 1 | 4 | 4 |
| 17 | eng027sd2 | eng027sd2 | 1 | 2 | 974 | 2 | 1 | 1 | 2 | 0 | 1 | 1 | 3 |
| 18 | eng027sd2 | eng027sd2 | 1 | 2 | 978 | 3 | 2 | 0 | 0 | 0 | 1 | 1 | 0 |
| 19 | eng027sd2 | eng027sd2 | 1 | 2 | 980 | 4 | 1 | 0 | 0 | 1 | 0 | 2 | 1 |
| 20 | eng027sd2 | eng027sd2 | 1 | 2 | 970 | 5 | 2 | 1 | 1 | 0 | 1 | 3 | 4 |
| 21 | eng027sd2 | eng027sd2 | 1 | 2 | 968 | 6 | 1 | 0 | 1 | 0 | 1 | 2 | 2 |
| 22 | eng027sd2 | eng027sd2 | 1 | 2 | 971 | 7 | 2 | 0 | 1 | 1 | 0 | 1 | 1 |
| 23 | eng027sd2 | eng027sd2 | 1 | 2 | 972 | 8 | 1 | 1 | 0 | 0 | 1 | 2 | 2 |
| 24 | eng027sd2 | eng027sd2 | 1 | 2 | 973 | 9 | 2 | 0 | 1 | 0 | 1 | 1 | 1 |
| 25 | eng027sd2 | eng027sd2 | 1 | 2 | 975 | 10 | 1 | 0 | 0 | 0 | 1 | 1 | 0 |
| 26 | eng027sd2 | eng027sd2 | 1 | 2 | 979 | 11 | 2 | 0 | 0 | 1 | 0 | 2 | 1 |
| 27 | eng027sd2 | eng027sd2 | 1 | 2 | 967 | 12 | 1 | 0 | 0 | 0 | 1 | 4 | 3 |
| 28 | eng027sd2 | eng027sd2 | 1 | 2 | 969 | 13 | 2 | 0 | 2 | 0 | 1 | 1 | 2 |
| 29 | eng027sd2 | eng027sd2 | 1 | 2 | 977 | 14 | 1 | 0 | 2 | 1 | 0 | 3 | 4 |
| 30 | eng027sd2 | eng027sd2 | 2 | 1 | 976 | 1 | 2 | 1 | 1 | 1 | 0 | 30 | 31 |
| 31 | eng027sd2 | eng027sd2 | 2 | 1 | 974 | 2 | 1 | 0 | 2 | 0 | 1 | 30 | 31 |
| 32 | eng027sd2 | eng027sd2 | 2 | 1 | 978 | 3 | 2 | 0 | 3 | 0 | 1 | 30 | 32 |

| | | | | | |
|------------|-------------------|-------------------|-------------|-------------|--------|
| GameEvents | ParticipantRounds | ParticipantTrials | GroupRounds | GroupTrials | Ro ... |
|------------|-------------------|-------------------|-------------|-------------|--------|

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q |
|----|-----------|------------|---------|-----------|---------|-----------|-------------------|-----------|-------------|-------|-------|-----------------|---------|-----------|-----|-----|--------|
| | gameName | accessCode | trialNo | trialName | roundNo | moveOrder | fromParticipantId | fromSeqNo | fromGroupNo | fromX | fromY | toParticipantId | toSeqNo | toGroupNo | toX | toY | tokens |
| 1 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 976 | 1 | 2 | 372 | 66 | 979 | 11 | 2 | 544 | 203 | 1 |
| 2 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 974 | 2 | 1 | 316 | 93 | 970 | 5 | 2 | 277 | 263 | 1 |
| 3 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 978 | 3 | 2 | 277 | 142 | 967 | 12 | 1 | 530 | 142 | 1 |
| 4 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 980 | 4 | 1 | 264 | 203 | 970 | 5 | 2 | 277 | 263 | 1 |
| 5 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 970 | 5 | 2 | 277 | 263 | 980 | 4 | 1 | 264 | 203 | 1 |
| 6 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 968 | 6 | 1 | 316 | 312 | 967 | 12 | 1 | 530 | 142 | 1 |
| 7 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 971 | 7 | 2 | 372 | 339 | 967 | 12 | 1 | 530 | 142 | 1 |
| 8 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 972 | 8 | 1 | 435 | 339 | 976 | 1 | 2 | 372 | 66 | 1 |
| 9 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 973 | 9 | 2 | 491 | 312 | 972 | 8 | 1 | 435 | 339 | 1 |
| 10 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 975 | 10 | 1 | 530 | 263 | 977 | 14 | 1 | 435 | 66 | 1 |
| 11 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 979 | 11 | 2 | 544 | 203 | 976 | 1 | 2 | 372 | 66 | 1 |
| 12 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 967 | 12 | 1 | 530 | 142 | 968 | 6 | 1 | 316 | 312 | 1 |
| 13 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 969 | 13 | 2 | 491 | 93 | 977 | 14 | 1 | 435 | 66 | 1 |
| 14 | eng027sd2 | eng027sd2 | 1 | trial1 | 1 | 1 | 977 | 14 | 1 | 435 | 66 | 976 | 1 | 2 | 372 | 66 | 1 |
| 15 | eng027sd2 | eng027sd2 | 2 | trial1 | 2 | 1 | 976 | 1 | 2 | 372 | 66 | 977 | 14 | 1 | 435 | 66 | 1 |
| 16 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 974 | 2 | 1 | 316 | 93 | 971 | 7 | 2 | 372 | 339 | 1 |
| 17 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 978 | 3 | 2 | 277 | 142 | 974 | 2 | 1 | 316 | 93 | 1 |
| 18 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 980 | 4 | 1 | 264 | 203 | 974 | 2 | 1 | 316 | 93 | 1 |
| 19 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 970 | 5 | 2 | 277 | 263 | 977 | 14 | 1 | 435 | 66 | 1 |
| 20 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 968 | 6 | 1 | 316 | 312 | 969 | 13 | 2 | 491 | 93 | 1 |
| 21 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 971 | 7 | 2 | 372 | 339 | 970 | 5 | 2 | 277 | 263 | 1 |
| 22 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 972 | 8 | 1 | 435 | 339 | 969 | 13 | 2 | 491 | 93 | 1 |
| 23 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 973 | 9 | 2 | 491 | 312 | 974 | 2 | 1 | 316 | 93 | 1 |
| 24 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 975 | 10 | 1 | 530 | 263 | 970 | 5 | 2 | 277 | 263 | 1 |
| 25 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 979 | 11 | 2 | 544 | 203 | 976 | 1 | 2 | 372 | 66 | 1 |
| 26 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 967 | 12 | 1 | 530 | 142 | 973 | 9 | 2 | 491 | 312 | 1 |
| 27 | eng027sd2 | eng027sd2 | 2 | trial1 | 2 | 1 | 969 | 13 | 2 | 491 | 93 | 968 | 6 | 1 | 316 | 312 | 1 |
| 28 | eng027sd2 | eng027sd2 | 1 | trial1 | 2 | 1 | 977 | 14 | 1 | 435 | 66 | 972 | 8 | 1 | 435 | 339 | 1 |
| 29 | eng027sd2 | eng027sd2 | 2 | trial2 | 1 | 1 | 976 | 1 | 2 | 372 | 66 | 979 | 11 | 2 | 544 | 203 | 1 |
| 30 | eng027sd2 | eng027sd2 | 2 | trial2 | 1 | 1 | 974 | 2 | 1 | 316 | 93 | 976 | 1 | 2 | 372 | 66 | 1 |
| 31 | eng027sd2 | eng027sd2 | 2 | trial2 | 1 | 1 | 978 | 3 | 2 | 277 | 142 | 974 | 2 | 1 | 316 | 93 | 1 |
| 32 | eng027sd2 | eng027sd2 | | | | | | | | | | | | | | | |