

## Codebook for “Patterns of Daily Fantasy Sports Play: Tackling the Issues”

Source: Division on Addiction, Cambridge Health Alliance

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Study description: Daily fantasy sports (DFS), a rapidly growing industry, allows players to create fantasy teams of real-life players and potentially win cash prizes, derived from entry fees. Some stakeholders have expressed concern that DFS's accelerated nature and other features might promote excessive play and related harm. We conducted the first descriptive summary of actual DFS play using records from a cohort of subscribers to a dominant operator, DraftKings. The cohort consisted of 10,385 players who enrolled and made their initial deposits between August 1, 2014 and September 30, 2014, and entered at least one paid National Football League (NFL) contest.

We prepared the data as six comma-delimited, plain text files.

The first file, TacklingData1Codes.csv, contains codes representing countries, states, and provinces.

- IDNumber is the integers used as ID numbers. "Unknown" corresponds to 0 or -1.
- Name is the name of the state, province, or nation. DraftKings has more states, provinces, and nations in their codebook. The ones listed here are a shorter list containing all of the codes we need for this cohort.
- Level tells us which name/number combinations are for states and which ones are for nations. For example, State #1 is Alabama, but Nation #1 is the U.S.A.

The second file, TacklingData2Cohort.csv, contains demographic data for the players.

- UserID are sequential numbers denoting the players in this cohort. The ID numbers for this package are only for this package. For example, UserID = 1 in this package does not necessarily denote the same player as UserID = 1 in the Social Behaviors package.
- RegStateID lists who listed which state/province as their state/province of residence.
- RegCountryID lists who listed which nation as their nation of residence.
- BirthYear has the users' birth years, if known. If DraftKings did not provide a birth year, then BirthYear = 0.
- RiskScore is the Player Risk Score, based on the contests the players entered during the 2014 NFL season (between 2014-08-22 and 2015-01-25). RiskScore = 0 for free contests.

The third, fourth and fifth files (TacklingData3NFL.csv, TacklingData4Not.csv, and TacklingData5All.csv, respectively) contain the metrics for players' entries into NFL-based contests, non-NFL-based contests, and all contests.

- Date1st is the start date for the first contest the user entered.
- DateLst is defined differently based on whether the player has any activity after the 2014 NFL season. If the player has activity after the 2014 NFL season, then DateLst is 2015-01-25, the last date of DraftKings' 2014 NFL season. If the player only has activity during the 2014 NFL season, then DateLst is the start date of the player's last contest.
- nDays is the number of unique contest start dates.
- nCont is the number of contests the player entered.
- nEntries is the total number of entries over the contests during the 2014 NFL season.
- nLineups is the total number of lineups over the contests during the 2014 NFL season.
- TotFees is the total amount spent on entry fees.
- AvgBuyIn is the average entry fee over the contests the player entered.
- TotWinnings is the player's total winnings.
- nUserUp is the number of contests where the player made a profit (i.e., the amount won in prizes exceeds the amount spent on entry fees).
- UserID is the ID number that links this data to the demographic data in the second data file.

The sixth data file, TacklingData6Play.csv, contains data on the types of contests the players entered, both in terms of sport and payout structure.

- UserID is the ID number that links this data to the demographic data in the second data file.
- DidNFL is TRUE if the player played in at least one NFL-based contest.
- DidNBA is TRUE if the player played in at least one NBA-based contest.
- DidOth is TRUE if the player played in at least one contest based on some other league.
- Cnt1 has the numbers of 50/50 contests.
- Cnt2 has the numbers of head-to-head contests.
- Cnt3 has the numbers of multiplier contests.
- Cnt4 has the numbers of league contests.
- Cnt5 has the numbers of "move your way up" contests.
- Cnt6 has the numbers of other contests.