All participants were associated with a unique identification code (id\_Player). Also all groups of participants were associated with a unique identification code (id\_Group), so that the players from the same group shared the same id\_Group.

The file Data.xls contains 5 worksheets described below:

**GlobalExploration**

Treatment: “IndividualLearning”, “PerformanceCue” or “SocialLearning”

Trial: Rank of the hunt (1 to 15)

id\_Player: identity of the player

id\_Group: identity of the group

Age: age of the player

Distance: Distance to the barycentric arrowhead

**Conservatism**

Treatment: “IndividualLearning”, “PerformanceCue” or “SocialLearning”

Trial: Rank of the hunt (1 to 15)

id\_Player: identity of the player

id\_Group: identity of the group

Age: age of the player

Distance: Distance between two successive arrowheads

Rank: rank of the player

**IndividualExploration**

Treatment: “IndividualLearning”, “PerformanceCue” or “SocialLearning”

Trial: Rank of the hunt (1 to 15)

id\_Player: identity of the player

id\_Group: identity of the group

Age: age of the player

Distance: Distance to the barycentric arrowhead

Rank: rank of the player

**SocialInfluence**

Trial: Rank of the hunt (1 to 15)

id\_Player: identity of the player

id\_Group: identity of the group

Age: age of the player

Influence: the ratio d1/(d1+d2) with d1 = the distance between the observed arrowhead and the arrowhead produced by the focal player and = d2 the distance between the produced arrowhead and the previously produced arrowhead of the focal player

PerformanceDifference: the ratio PerfObs/(PerfObs + PerfPrev) with PerfObs = the performance of the observed arrowhead and PerfPrev = the performance of the previously produced arrowhead

**Score**

Treatment: “IndividualLearning”, “PerformanceCue” or “SocialLearning”

id\_Player: identity of the player

id\_Group: identity of the group

Age: age of the player

Score: score of the arrowhead