Guiding Document to Navigate Midline Round2 Data

The midline round 2 data (IAPP_midlineRd2_data_for_publicUse.dta), hereafter called Data, is a cleaned and de-identified version of midline round 2 survey data that was accumulated as part of Integrated Agricultural Productivity Project (IAPP) in Bangladesh in 2014. The Data is ready made for public use.

There are 5,749 surveyed households across eight districts in north and south of Bangladesh. Data has been de-identified for privacy of survey subjects. Unique identifier is household ID number (hhid). Seasonal focus on the survey is only Boro season. There are 10 modules covered in the survey (please refer to survey form), i.e., crops; agricultural inputs; livestock and poultry; fisheries; farmer groups; social network; assets, income, expenditures and consumption; finances; negative events; and food security. Variables in the Data are ordered based on the ordering of survey – crop variables appear first and so on.

Each of the 10 modules are explained below in terms of their variable naming structure. The general format of variable naming is as follow:

Prefix_outerloop_subloop(s)_variablename

Prefix refers to survey module section

Variablename is the core name of variable

Subloop refers to inner loops, for instance, crops loops and season loops

Outerloop is the most outer loop encapsulating the subloop(s)

Module Crop [prefix - c1]:

The variables in crop module generally follow the structure: *prefix_*

loop1_loop2_loop3_variablename. Loop 3 being the most inner loop is a *seed variety (or irrigation type)* loop, numbered 1 to 2(or 3). Loop 2 is the second most inner loop and it is the *crop* loop, numbered 1 to 3. Loop 1 is the most outer loop and it is *plot* loop, numbered 1 to 10.

An example of a variable from crop module is: $c1_pl10_cp6_wv1$. C1 is the prefix for module; wv1 is the seed variety 1 for wheat, cp6 is crop number 6, and p10 is plot number 10.

Module Crop Inputs [prefix – c2]:

The variables in crop input module have the structure: *prefix_variablename_inputName*. There are no loops in this module. There are a maximum of up to 19 *inputNames*.

The core variables in crop module had been reshaped from a 'wide' format to a 'long' which means that a single variable for each *inputName* contains all information instead of being spread over a number of variables. For instance, the amount of solid Pest used was previously scattered over an array of variables, since some farmers would mention solid Pest usage as their 5th or 9th input. Now, you can have all such information in one variable, i.e., c2_inp_q2_Pest_solid.

Variables starting with *c2_aus_crop* deal with crops that are grown in Aus season. *C2_tech* prefix asks about the kind of irrigation technology used by farmers.

Module Livestock and Poultry [prefix – d1]:

The general modified variable structure in this module appears as: prefix_animalname_variablename. The animalname portion has been added to the variable name structure during a reshaping step to have the variables separated by each animal type. For instance, d1_duck_q12 variable only tells you about number of ducks that got sick. Previously this information was spread over multiple variables.

Module Fisheries [prefix – d2]:

The main prefix of this module is d2. There are two main loops for the variables in this module, i.e., $pd#_f#$, where *pd* is the pond loop, and *f* is the fish type loop. Number of loops for ponds and fish types are 3 and 6, respectively.

Module Farmers Group [prefix – e]:

The main prefix of this module is letter *e*. There are no loops in this module.

Module Social Network [prefix – f]:

The main prefix of this module is letter *f*.

Module Assets, Income, Consumption [prefix – g]:

The main prefix of the module is letter *g*.

Module Finances [prefix – k]:

There are no loops in this module, and the prefix is letter k.

Module Negative Events (drought, flood, cold, heat, hail, price, health) [prefix – m]:

Variables in this module are prefixed with letter *m*.

Module Food Security [prefix – h]:

Variables in this module are prefixed with letter *h*. There are no loops.