The following datasets are from experiments with the 1D mirror-game setup, published in:

“The mirror game as a paradigm for studying the dynamics of two people improvising motion together”, Noy, Dekel & Alon, PNAS 2011.

The people taking part in the experiments are either ‘experts’ (actors and musicians with over 10 years of experience in joint improvisation) or ‘novices’ (people without prior experience in improvisational arts).

**experts.mat**

This published dataset includes nine games with two ‘experts’ playing together.

Each game contains ten rounds. The first nine rounds are one minute long, counter-balanced between three conditions (‘Blue’ player lead; ‘Red’ player lead; ‘Both’ players lead). The last round is three minutes. The order of rounds is: {'Blue', 'Red', 'Both', 'Red', 'Both', 'Blue', 'Both', 'Blue', 'Red', 'Both'}. Rounds where separated by 10 sec breaks.

**novices.mat**

This published dataset includes eight games with two ‘novices’ playing together.

Game structure is same as above.

**Data structure**

Each dataset (\*.mat file) is a cell array containing all the games raw-data, with the following fields:

*.session\_data*: [1x1 struct]   = names and demographic data on the game

 .*trials*: {1xn cell} = raw-data of rounds. Each is [N\*3] with [time, position-red, position-blue],

Position is roughly in mm, in the range 0-600. In rare cases there are values outside this range, that should be omitted, or NaN for missing recording. Few games have a missing part in the end of the round.

 .*leaders*: {'Blue'  'Red'  ‘Both’…} = the order of the rounds, where ‘X’ refers to the leader.

*.session\_index*: = game index.

*.vel*: {1xn cell} = same as 'trials', with positions converted to velocities, which is the way we usually look at the data, after some smoothing. Velocity is already in correct units of mm/sec.