The following dataset are from experiments with the 1D mirror-game setup, reported in

“Individuality and togetherness in joint improvised motion”,  
Hart, Noy, Feniger-Schaal, Mayo & Alon,   
PlosOne, 2014.

The dataset contain 30 games used for the analysis, taking into account games that had a high enough number of CC segments (>15).

**individuality.mat**

This published dataset includes 30 games, 24 with one repeating expert and one novice playing together, and 6 with two experts.

**Game 1..24**: has one of two repeating experienced improvisers (one male and one female) as the Red player, and an alternating novice, of the same gender, as the Blue player.

Each game contains three rounds: (1) ‘Blue’ player lead; (2)‘Red’ player lead; (3)‘Both’ players lead. Each round is 3min long. Rounds where separated by 15sec breaks.

**Game 25..30**: six expert-expert games, mixed genders, taken from the PNAS’2011 dataset.

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 10sec breaks.

**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.