as follows:  $p_i = \begin{cases} 1, & \text{if player sent a message about } x_i \\ 0, & \text{otherwise} \end{cases}$  We define the novice's index (NI) in the following way:

Let  $N_r = \{x_1, \dots, x_{n_r}\}$  be the set of dogs belonging to kinds *out* side the player's expertise and which are presented to him or her during round r. Let  $p_i$  be defined

 $NI = \sum_{r \in \text{Rounds}} \left[ \frac{\sum_{i=1}^{n_r} x_i * p_i}{n_r} \right]$ 

Let  $M_r = \{y_1, \dots, y_{k_r}\}$  be the set of messages about dogs belonging to kinds

inside the player's expertise during round r. Let  $c_i$  be defined as follows:

 $c_i = \begin{cases} 1, & \text{if player correctly answered message } y_i \\ 0, & \text{otherwise} \end{cases}$  We define the expert's index (EI) in the following way:

EI 
$$=\sum_{r\in ext{Rounds}}\left[rac{\sum_{i=1}^{n_r}y_i*c_i}{k_r}
ight]$$