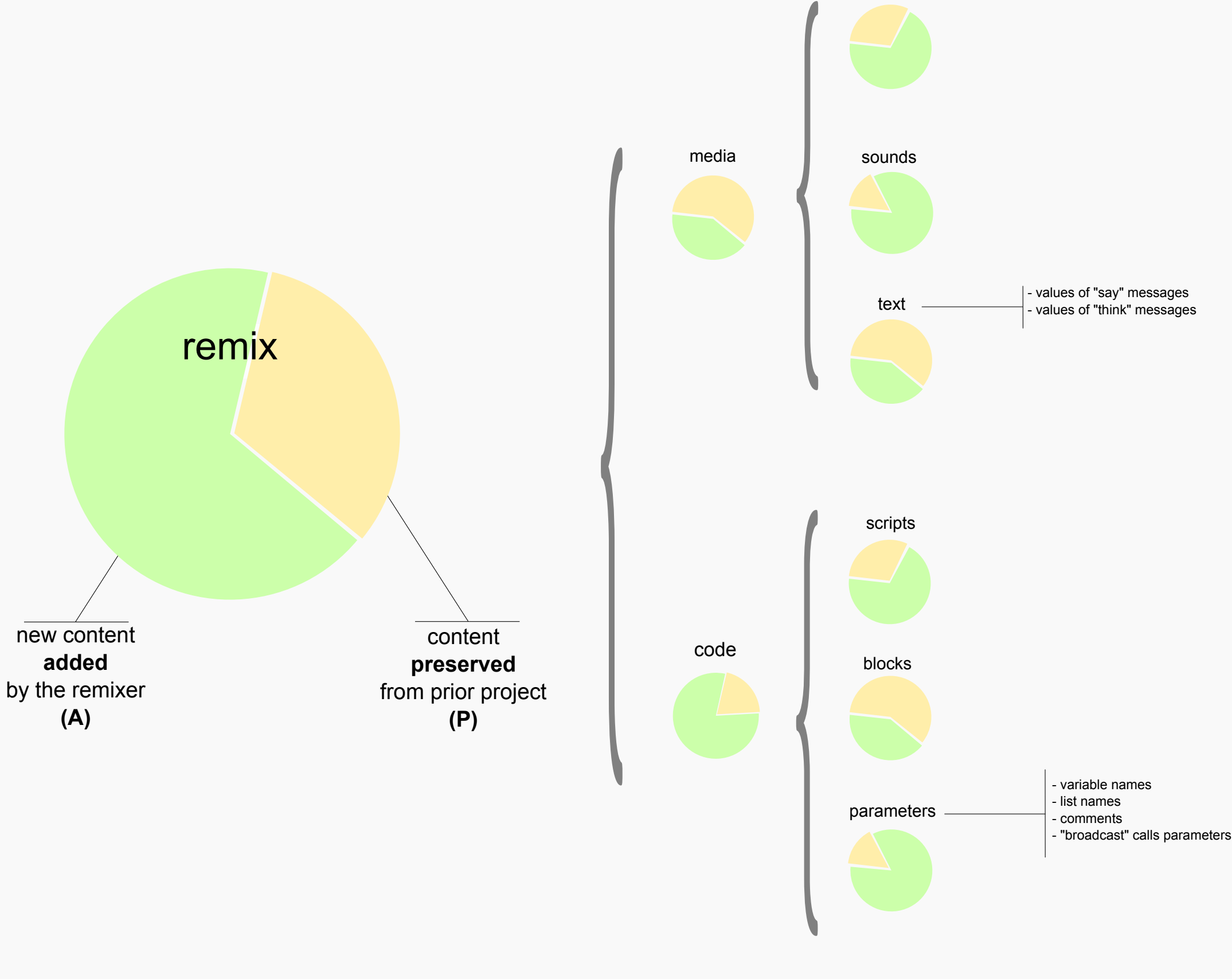


Measuring Originality and Derivativeness

derivativeness measure
for each component type
(example)

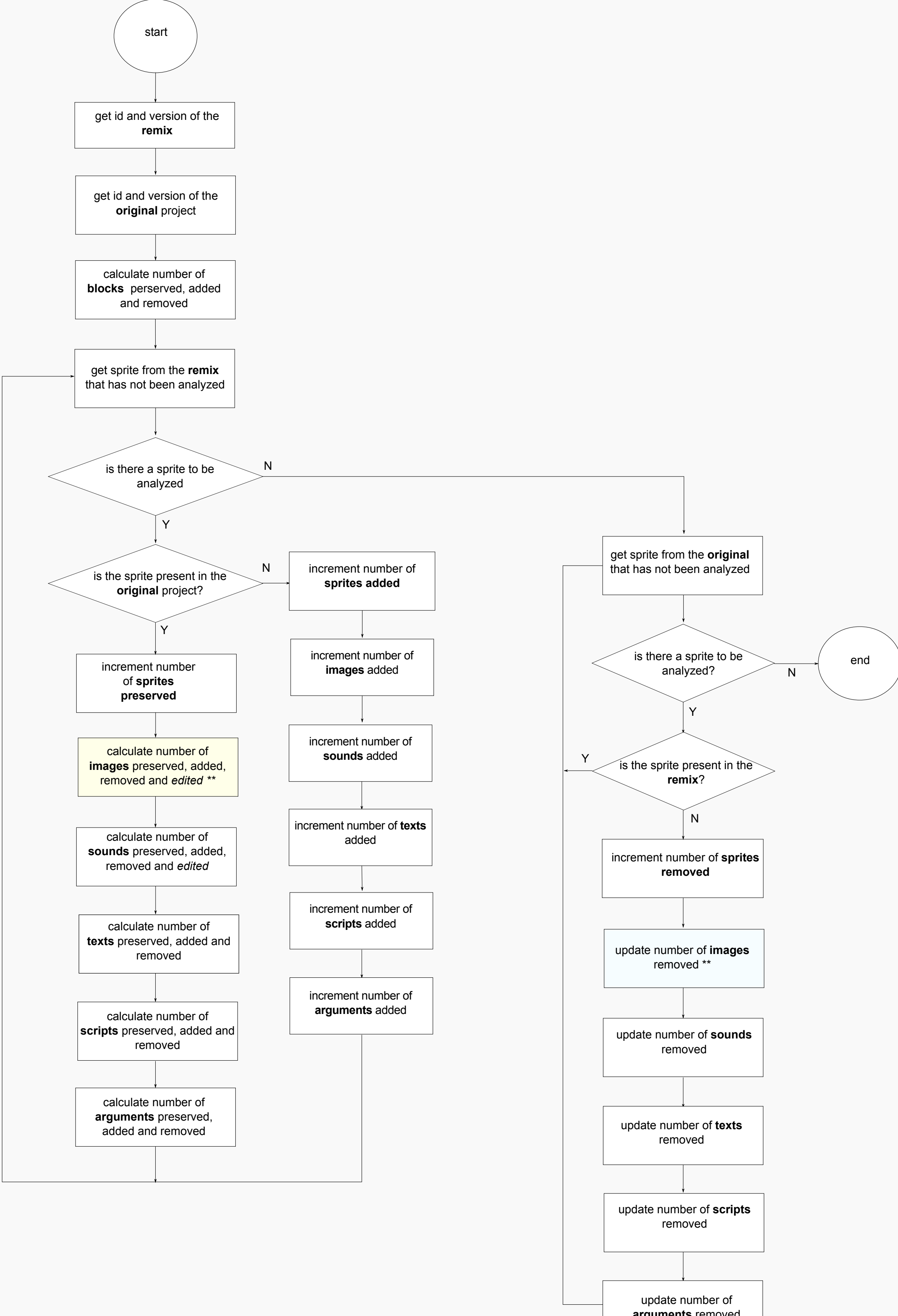


Metrics per content type for calculating derivativeness

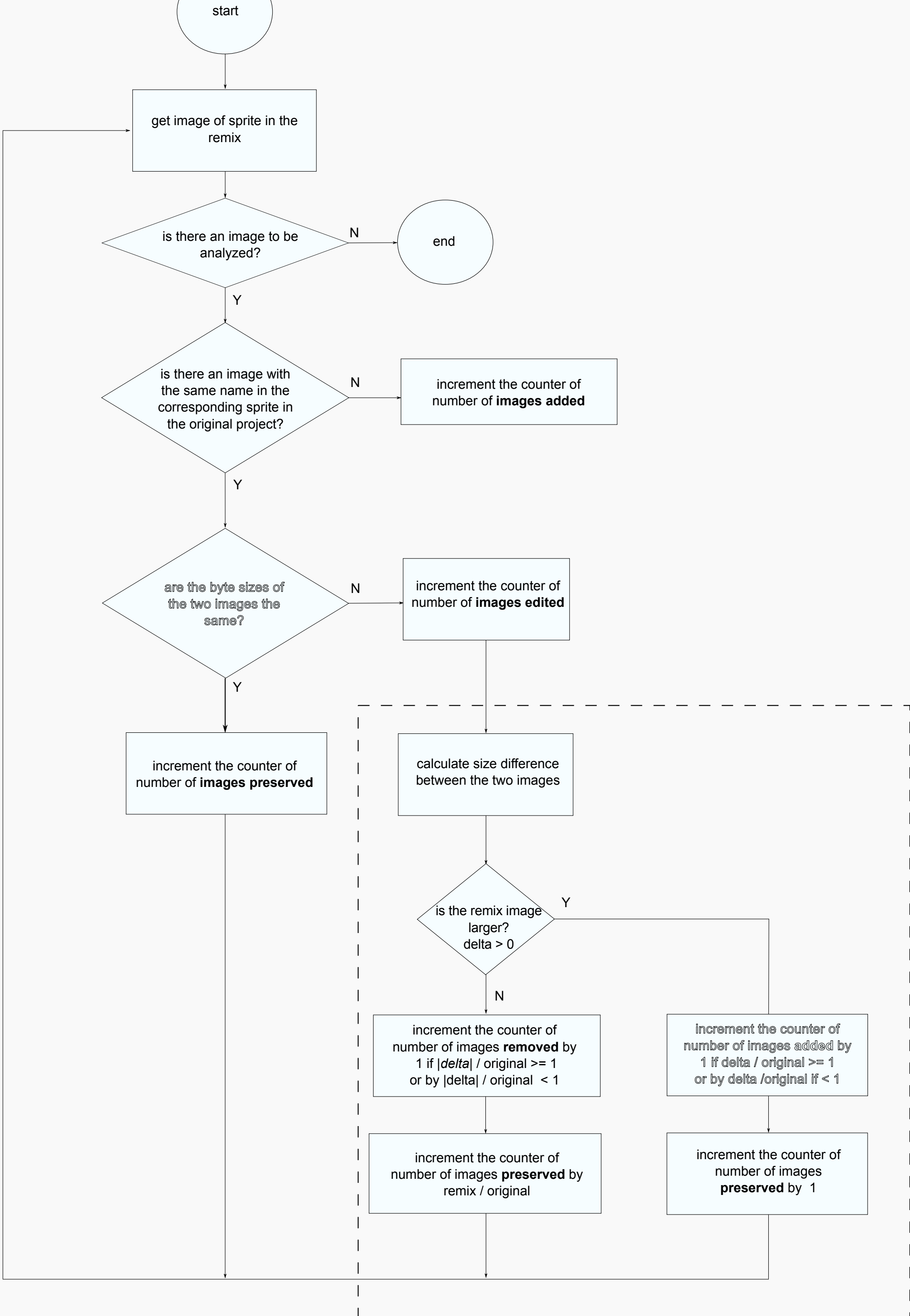
content type	preserved ¹ (P)	added ² (A)	removed ³ (R)	edited ⁴ (E)	derivativeness ⁵ (D)
images					
sounds					
texts					
scripts					
blocks					
arguments					

¹**Preserved.** Number of items that are present in both the remix and the original project
²**Added.** Number of new items added by the remixer, they are present in the remix but not in the original project.
³**Removed.** Number of items present in the original that are not present in the remix.
⁴**Edited.** Number of items that are present in both the remix and the original project but with different byte size.
Edited items are turned into added, preserved and/or deleted (process described in the flow chart).
⁵**Derivativeness.** Proportion of the content of the remix from the original project. $D = P / (P+A)$.

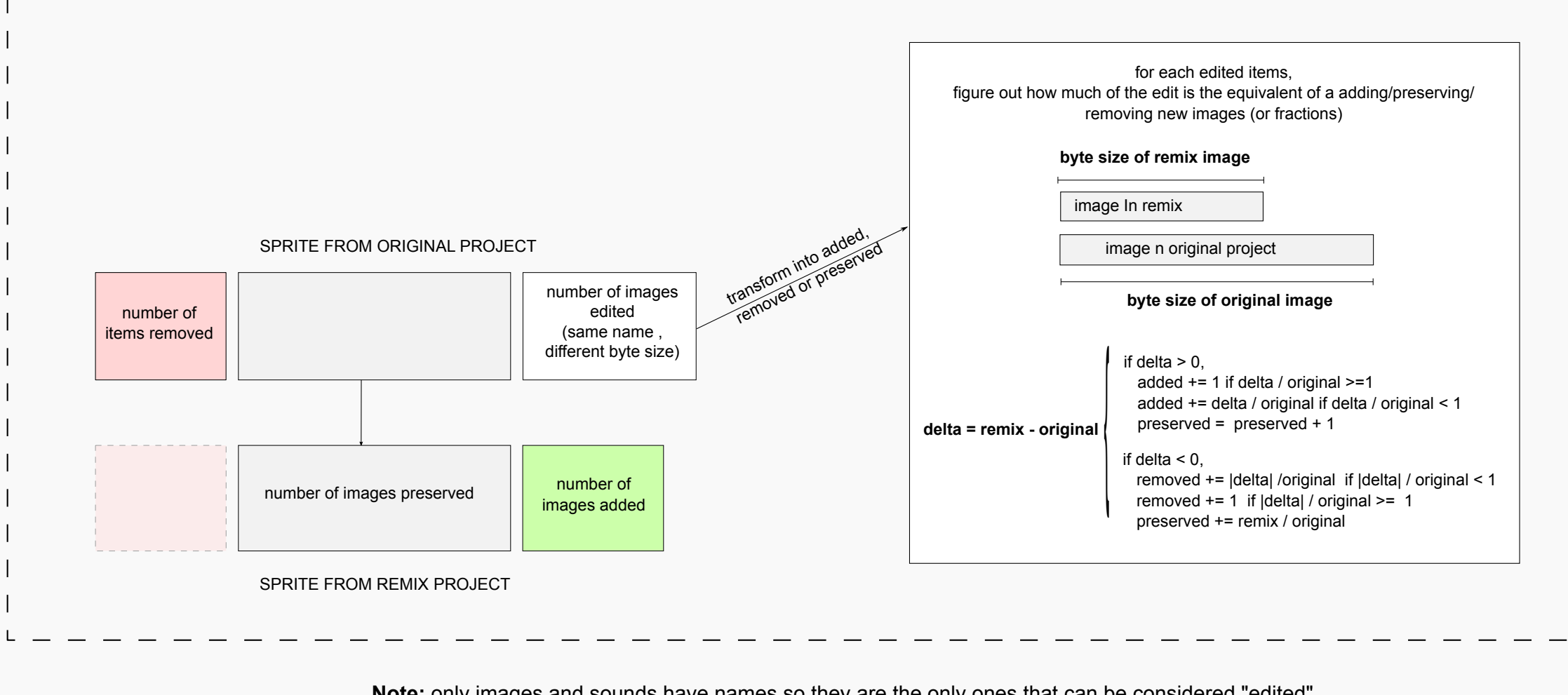
process for calculating
derivativeness



* First calculation of the number of images preserved, added, removed and edited for a particular sprite present in the remix and the original project.



explanation



Note: only images and sounds have names so they are the only ones that can be considered "edited". The rest of the types of content that form a project are only considered to be added, preserved or removed. Other than analyzing edits, the workflow is the same for the other elements.

** Updating the number of removed images by analyzing the original vs the remix sprites

