**General**

The file <Games.zip> contain the raw-data used in the analysis described in the paper -

*“Structure and dynamics of creative searches in a space of geometric shapes”*

This readme describes the format of the data.

**Data structure**

Each game is a text file, with a time-stamp <yyyymmdd\_hrmmss> as name. There are 101 games in our data-set.

The text files contain a line for each shape that was reached. Lines are:

<shape> <time reached> (for non-gallery shapes) – or -  
<shape> <time reached> <time saved to gallery> (for gallery shapes)

<time reached>, <time saved to gallery> - in seconds from the start of the experiment.

**Shape codes**

A shape is represented by a series of numbers, treated as binaries, with 0/1 for off/on squares, each number represents a ‘line’ on the grid, pushed to the left.

For example:

The horizontal line (the common starting point) is represented as -

1023 ⬄ 1111111111



“T” with a leg three cubes is represented as -

1016 64 64 64 ⬄ (1111111000, 0001000000, 0001000000, 0001000000)

