Block	Human/Max as Player 2	Melody same/diff	P1odd/P1even	Player 1	Player2
1	Max	Same	P1-EVEN	Even	
2	Max	Same	P1-ODD	Odd	
3	Max	Diff	P1-EVEN	Even	
4	Max	Diff	P1-ODD	Odd	(start)
5	Human	Same	P1-ODD	Odd	Even
6	Human	Same	P1-EVEN	Even	Odd
7	Human	Diff	P1-ODD	Odd	Even
8	Human	Diff	P1-EVEN	Even	Odd
9	Max	Same	P1-EVEN	(done)	Odd
10	Max	Same	P1-ODD		Even
11	Max	Diff	P1-EVEN		Odd
12	Max	Diff	P1-ODD		Even
1Block = 1.5sec (first trial extra 3 metrnome beats) + 48 trials x (0.5sec x (31 notes + 3 metronome beats) +on average 2.0sec inter-trial-interva					
Total length of the experiment per person = 8 blocks x 15 min = 120 min					

each position repetitio	Odd_Deviant-phrase-position-per-block (1,3)	Even_Deviant-phrase-position-per-block (2,4)	Player1_Deviant-note-position(4,5)	Player2_Deviant-note-position(4,5)	Total number of combinations	50% of the 48 trials	50% of the 48 trials
3	2	2	2	2	48	(Up) Interval +2 (avoid repetition to the previous note or the next note)	(Down) Interval -2 (avoid repetition to the previous note or the next note)
al))=1.5+ 48x19sec =91	3.5sec = about 15min						

number of player1-deviants-per-block	number of player2-deviants-per-block	Same-self/other-deviant-per-piece	Diff-self/other-deviant-per-piece
48	48		
48	48	96	
48	48		
48	48		96
48	48		
48	48	96	
48	48		
48	48		96
48	48	96	
48	48		
48	48		96
48	48		

Practice trials	
metronome be	233
played note	234

20ms after the sound onset trigger					
Correct-Key-pressed-as-score? (yes=1,no=0)	Correct-turn? (yes=1,no=0)	Correct-IOI? (500+/-25%)	Total variation of the correctness of the play	How much interval added to the played sound? (-4 to +4, everything else is -5)	Shifted-number
1	1	1	7	-2	3
			7	0	5
			7	2	7
1	1	0	6		
1	0	1	5		
1	0	0	4		
0	1	1	3		
0	1	0	2		
0	0	1	1		
0	0	0	0		

Final-number	
235	Deviant-note-key-correct-trial
237	Standard-note-correct-trial
239	Deviant-note-key-correct-trial
246	Error-trials
245	Error-trials
244	Error-trials
243	Error-trials
242	Error-trials
241	Error-trials
240	Error-trials

	At the played sound onset					
Score-pos#	Keyboard1	Keyboard2	Note-pos#	Deviant-odd	Deviant-even	Standard-odd
1	1	0	1	11		31
2	1	0	2	12		32
3	1	0	3	13		33
4	1	0	4	14 becomes 54 for the actual deviant note		34
5	1	0	5	15		35
6	1	0	6	16		36
7	0	1	1		111	
8	0	1	2		112	
9	0	1	3		113	
10	0	1	4		114	
11	0	1	5		115 becomes 155	
12	0	1	6		116	
13	1	0	1	21		41
14	1	0	2	22		42
15	1	0	3	23		43
16	1	0	4	24 becomes 64		44
17	1	0	5	25		45
18	1	0	6	26		46
19	0	1	1		121	
20	0	1	2		122	
21	0	1	3		123	
22	0	1	4		124	
23	0	1	5		125 becomes 165	
24	0	1	6		126	
25	1	0	1			71
26	1	0	2			72
27	1	0	3			73
28	1	1	4			74
29	1	1	5			75

Standard-even	Deviant-note-unique-code
	54
	55
131	
132	
133	
134	154
135	155
136	
	64
	65
141	
142	
143	
144	164
145	165
146	
174	
175	

30	1	1	6			76
31	1	1	1			77

176
177

At the metronome beat onsets				
Human/Max	Melody same/different	P1odd/P1even	Player1-deviant-phrase # (1/3)	Player-deviant-phrase # (2/4)
0	0	0	0	0
0	0	0	0	1
0	0	0	1	0
0	0	0	1	1
0	0	1	0	0
0	0	1	0	1
0	0	1	1	0
0	0	1	1	1
0	1	0	0	0
0	1	0	0	1
0	1	0	1	0
0	1	0	1	1
0	1	1	0	0
0	1	1	0	1
0	1	1	1	0
0	1	1	1	1
1	0	0	0	0
1	0	0	0	1
1	0	0	1	0
1	0	0	1	1
1	0	1	0	0
1	0	1	0	1
1	0	1	1	0
1	0	1	1	1
1	1	0	0	0
1	1	0	0	1
1	1	0	1	0
1	1	0	1	1
1	1	1	0	0

Total number to add to the first metronome onset (1)	Final number for the first metronome beat	Other metronome beat (233)
0	201	
1	202	
2	203	
3	204	
4	205	
5	206	
6	207	
7	208	
8	209	
9	210	
10	211	
11	212	
12	213	
13	214	
14	215	
15	216	
16	217	
17	218	
18	219	
19	220	
20	221	
21	222	
22	223	
23	224	
24	225	
25	226	
26	227	
27	228	
28	229	

1	1	1	0	1
1	1	1	1	0
1	1	1	1	1

29	230	
30	231	
31	232	