

****data files****

ALabData.mat

AMTData.mat

ANewData.mat

subsidiary functions*

AAmakefeatures.m: makes features

repeat.m and makenew.m: used in AAGameGen.m

****main procedures****

AmakefeaturesLab.m: makes ALabData.mat

AmakefeaturesMTurk.m: makes AMTData.mat

AmakefeaturesNew.m: makes ANewData.mat

****game generation****

AAGameGen.m: algorithmically generates games where frequency of level-1 play is (predicted to be) low

All other files are function scripts that are used in AAmakefeatures.m