*Response to the reviewer’s comments and instructions*

Again, we perceived the editorial comments to be very helpful. Please see the following list with our detailed responses. All changes we made are marked as track changes within the revised manuscript file.

*Editorial comments*

*Editorial comment 1:* Please remove the reference here. Please shorten the Summary to be 50 words or less.

*Response:* The reference has been removed. The Summary has been shortened to a maximum of 50 words.

*Editorial comment 2:* Please provide Table 1 as an xls/xlsx instead of a txt file.

*Response:* An .xlsx-file is now provided, containing an excerpt of spatio-temporal data of individual movement behavior within a group of 10 players.

*Editorial comment 3:* Figures are presented out of order. Figure 7 should be numbered before Figure 2 as it is a schematic. Figures 3, 4, 5, 6 should be presented together.

Figure 1 = current Figure 1

Figure 2 = current Figure 3

Figure 3 = current Figure 4

Figure 4 = current Figure 5

Figure 5 = current Figure 6

Figure 6 = current Figure 7

Figure 7 = current Figure 2

*Response:* All figures have been renumbered accordingly and are now presented in order. We also added a new figure (Figure 8 now shows the server’s user interface, see comment 7), and thus renumbered the former Figure 8 to Figure 9.

*Editorial comment 4 (3. Experimental procedure):* This is what should be filmed but there are not enough details to film. Please provide more explicit user input commands. How are these steps actually done?

*Response:* Please see the following comments and responses for all changes.

*Editorial comment 5 (3. Experimental procedure):* What actions are done by you to start the program? What command lines are used? It is best if a GUI is used and all user input commands are provided: File | Save | etc.

*Response:* We now provide the specific command lines for the server and the client laptops. The server GUI (Graphical User Interface) is now described in the new Figure 8.

*Editorial comment 6 (3. Experimental procedure):* We need these details here. The manuscript here should be able to stand alone. What are the parameters used here? How is this program configured?

*Response:* We clarified that the described experimental procedure for JoVE focuses on the game used by Boos et al. (2014), which is now described in more detail (see other comments).

*Editorial comment 7 (3. Experimental procedure):* Please provide the details of this GUI.

*Response:* Please see new Figure 8 for all details.

*Editorial comment 8 (3. Experimental procedure):* Instructions from where?

*Response:* We now describe that instructions are stored as editable html-files within the program folder.

*Editorial comment 9 (3. Experimental procedure):* What are the experimental conditions used here?

*Response:* More specific detail is given (see Note 3.1.5) about the two experimental conditions used by Boos et al. (2014), as well as the specific inputs for the server configuration file.

*Editorial comment 10 (3. Experimental procedure):* Is the program run twice? How long does the program take? What is the sample size? How many 10-12 person groups are used?

*Response:* We now clarify that each participant can only partake once, due to possible results bias when a game is repeated. We also give details about the duration of the described game (5–10 min with instructions), and the sample size used by Boos et al. (2014 – 40 groups à 10 persons).

*Editorial comment 11 (3. Experimental procedure):* How many subgames are there?

*Response:* There is only one subgame that was used by Boos et al. (2014) and is described within the experimental procedure (please also see editorial comment 6).

*Editorial comment 12 (4. Post-Test Phase):* Where are these questionnaires?

*Response:* Optional questionnaires can be offered as stand-alone html-files.

*Editorial comment 13 (Discussion):* You have not explicitly explained where the environmental affordance information is semantically embedded so I am assuming it is embedded in the on-screen instructions.

*Response:* We added a sentence where we say, that the affordances are described in the on-screen instructions read by the participants before the game started.