



The Color Game app is designed by the Minds and Traditions Research Group within the Department for Linguistic and Cultural Evolution of the Max Planck Institute for the Science of Human History in Jena, in collaboration with Etter Studio (Zurich).

The basic principle of the color game was an original idea of Olivier Morin and Tiffany Morisseau in 2015. The game was then developed and investigated experimentally by Olivier Morin, Thomas Müller, James Winters, Lidiia Romanova at the Minds and Traditions Research Group of the Max Planck Institute for the Science of Human History. The blueprint for the app was conceived by Olivier Morin, James Winters, Thomas Müller, Tiffany Morisseau, Lidiia Romanova, and Christian Etter. We are grateful to Helene Kreysa and Simon Greenhill for their helpful comments. The blueprint was implemented by Etter studios in Zurich under the supervision of Christian Etter.

The technical supervision for server maintenance and data storage in Jena is assured by Thomas Baumann and his team. The website [colorgame.net](http://colorgame.net) is administered by Syahrul Anwar at the institute.

The app's symbols were designed by Thomas Müller, Lisa Jeschke, Liliana Lovallo, Barbara Pavlek, Piers Kelly, James Winters, Olivier Morin, Lidiia Romanova, Olena Tykhostup. The game's graphic design is the joint work of Michelle O'Reilly, Olivier Morin and James Winters, in collaboration with Etter studios.

Translations were the work of Thomas Müller, Olivier Morin, Lisa Jeschke, Charlélie Goldschmidt, Ezequiel Koile, Tao Li, Tiago Tresoldi, Julia Bospamyatnykh— with special thanks to Messrs. Koile, Li, and Tresoldi.

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