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Supplementary Information for

"Adaptation aftereffects reveal representations for encoding of contingent social actions"

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Stephan de la Rosa
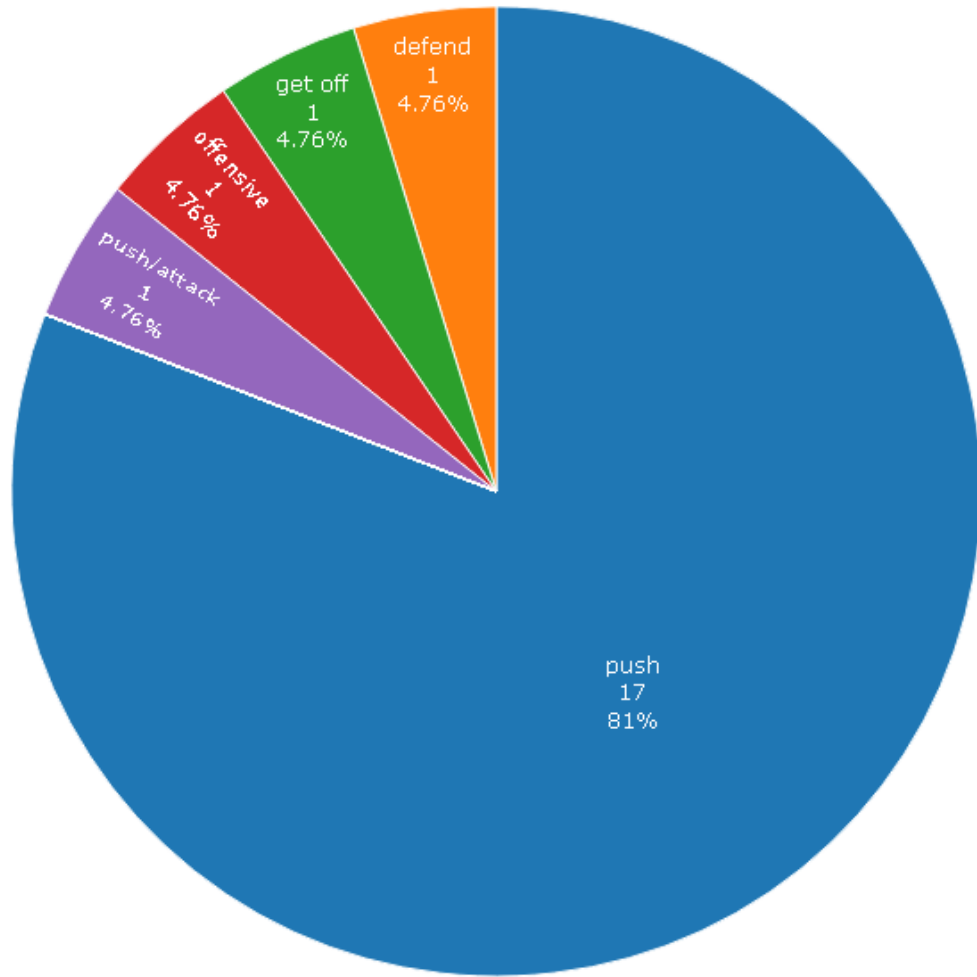Email: delarosa@tuebingen.mpg.de

This PDF file includes:

>   Figs. S1
>   Captions for movies S1 to S8

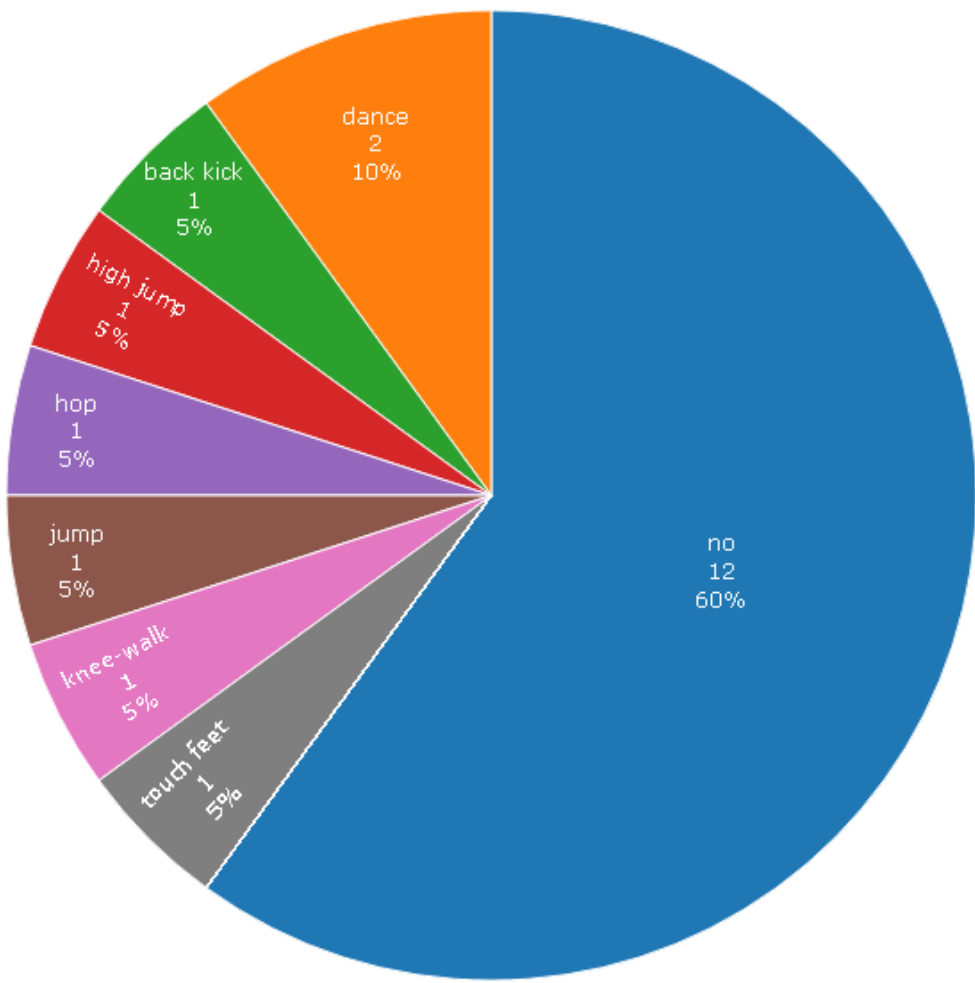**Other supplementary materials for this manuscript include the following:**

>   Movies S1 to S8

Fig. S1. Distributions of participants responses to the questionnaire that asked to describe (label) the action stimuli used in Experiment 4 ('hug', 'push', 'hand-left', 'hand-right' and their scrambled counterparts).
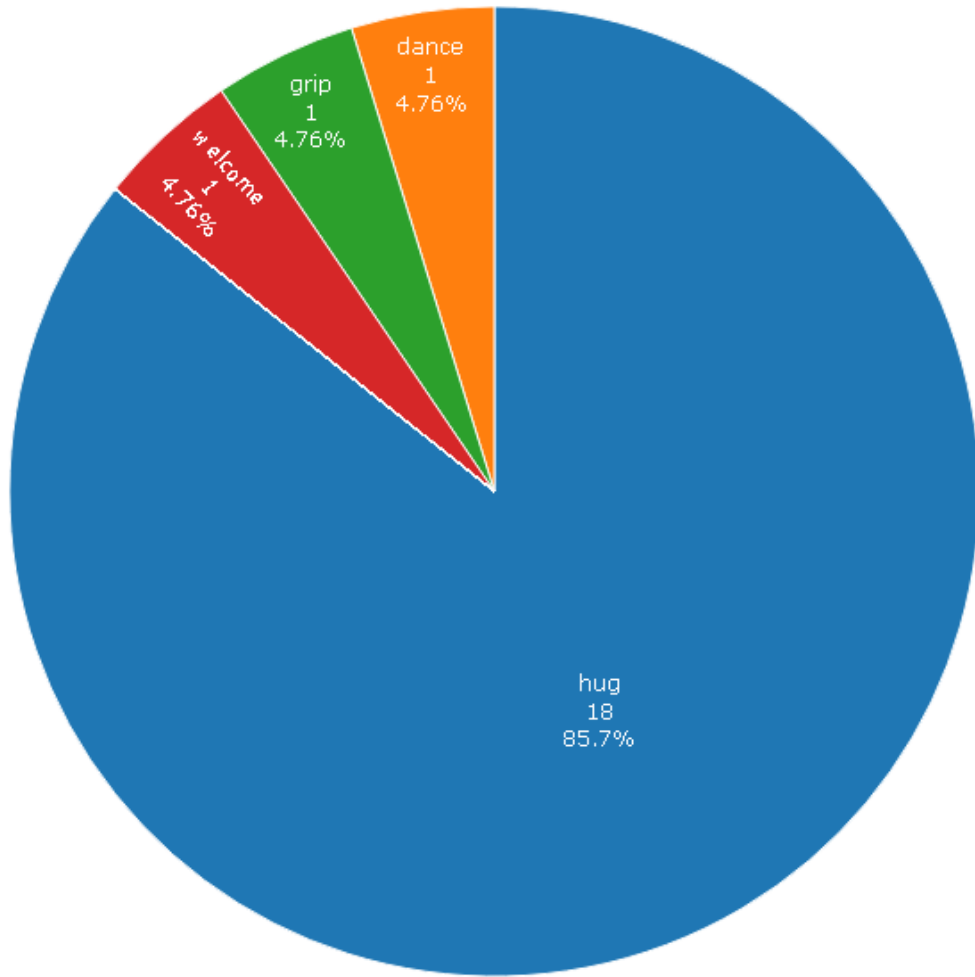
non-scrambled push
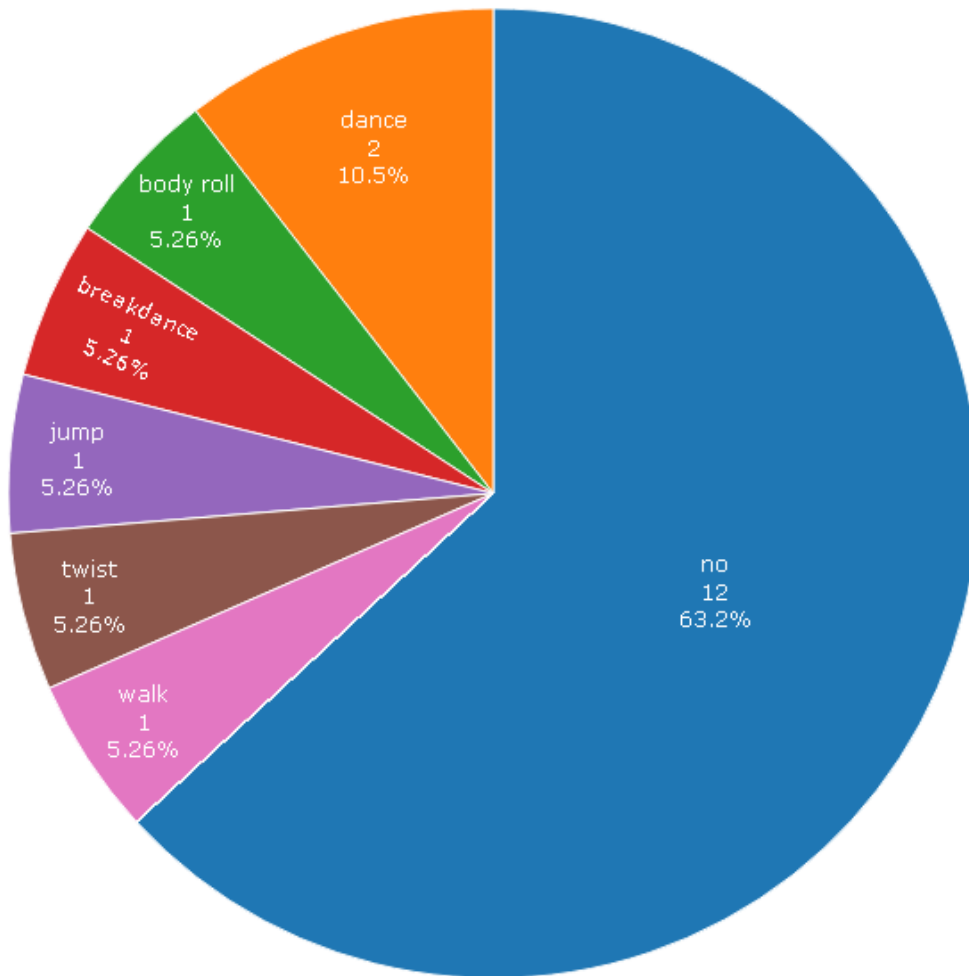

defend
1
4.76%

get off
1
4.76%

offensive
1
4.76%

push/attack
1
4.76%

push
17
81%

scrambled push

no
12
60%

dance
2
10%

back kick
1
5%

high jump
1
5%

hop
1
5%

jump
1
5%

knee-walk
1
5%

touch feet
1
5%

non-scrambled hug

scrambled hug

dance
2
10.5%

body roll
1
5.26%

breakdance
1
5.26%

jump
1
5.26%

twist
1
5.26%

walk
1
5.26%

no
12
63.2%

non-scrambled hand-up

- no — 5 — 23.8%
- wave — 1 — 4.76%
- touch — 1 — 4.76%
- signal stop — 1 — 4.76%
- macarena — 1 — 4.76%
- letter — 1 — 4.76%
- karate — 1 — 4.76%
- guide — 1 — 4.76%
- direction signal — 1 — 4.76%
- dance — 1 — 4.76%
- can I — 1 — 4.76%
- ask for explanation — 1 — 4.76%
- stop — 2 — 9.52%
- raise hand — 3 — 14.3%
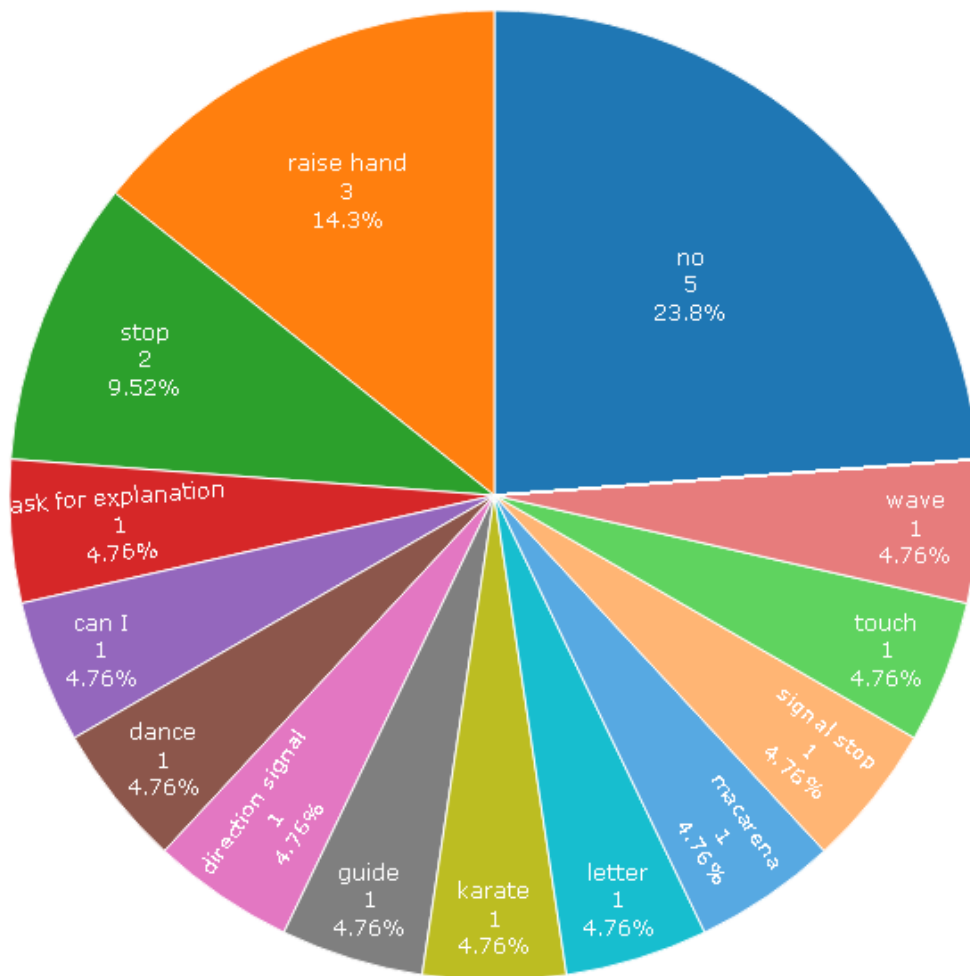
scrambled hand-up

non-scrambled hand-left

aerobic 1 4.76%
cross 1 4.76%
defense 1 4.76%
deny 1 4.76%
direction signal 1 4.76%
don't pass 1 4.76%
fitness 1 4.76%
give direction 1 4.76%
hug 1 4.76%
letter 1 4.76%
sit 1 4.76%
turn left 1 4.76%
workout 1 4.76%
no 8 38.1%
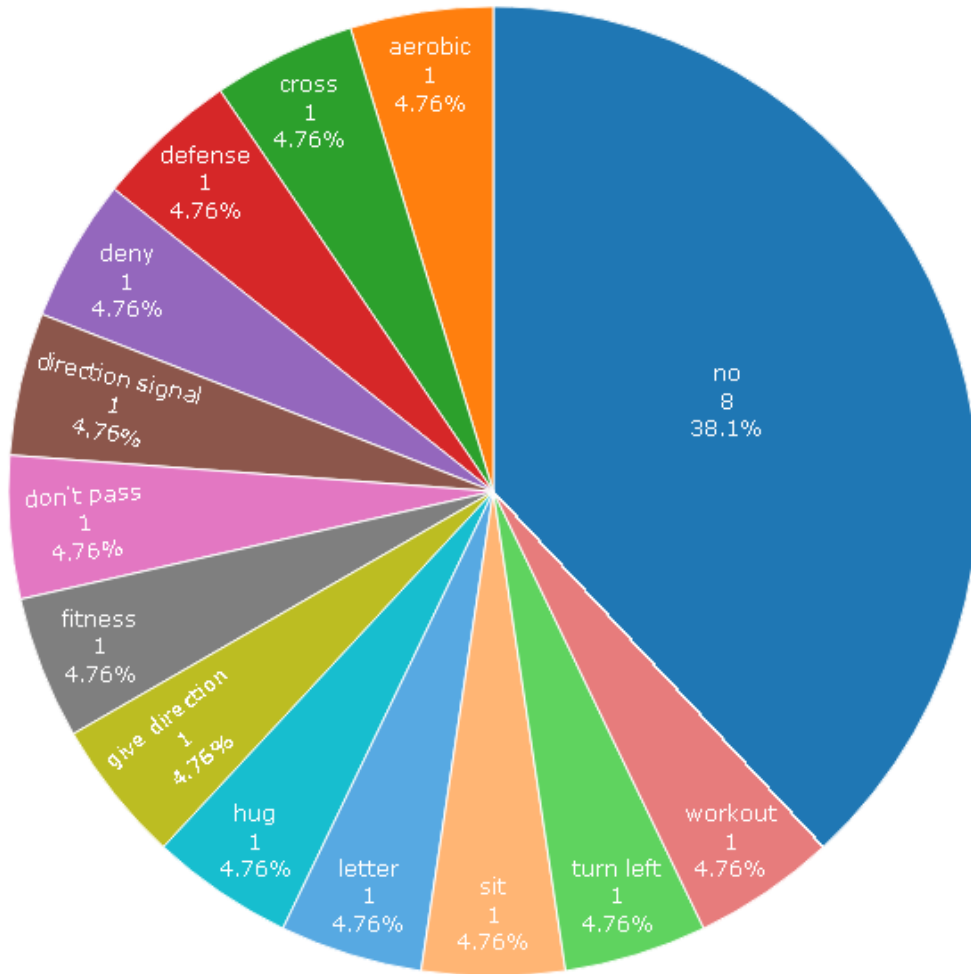
scrambled hand-left
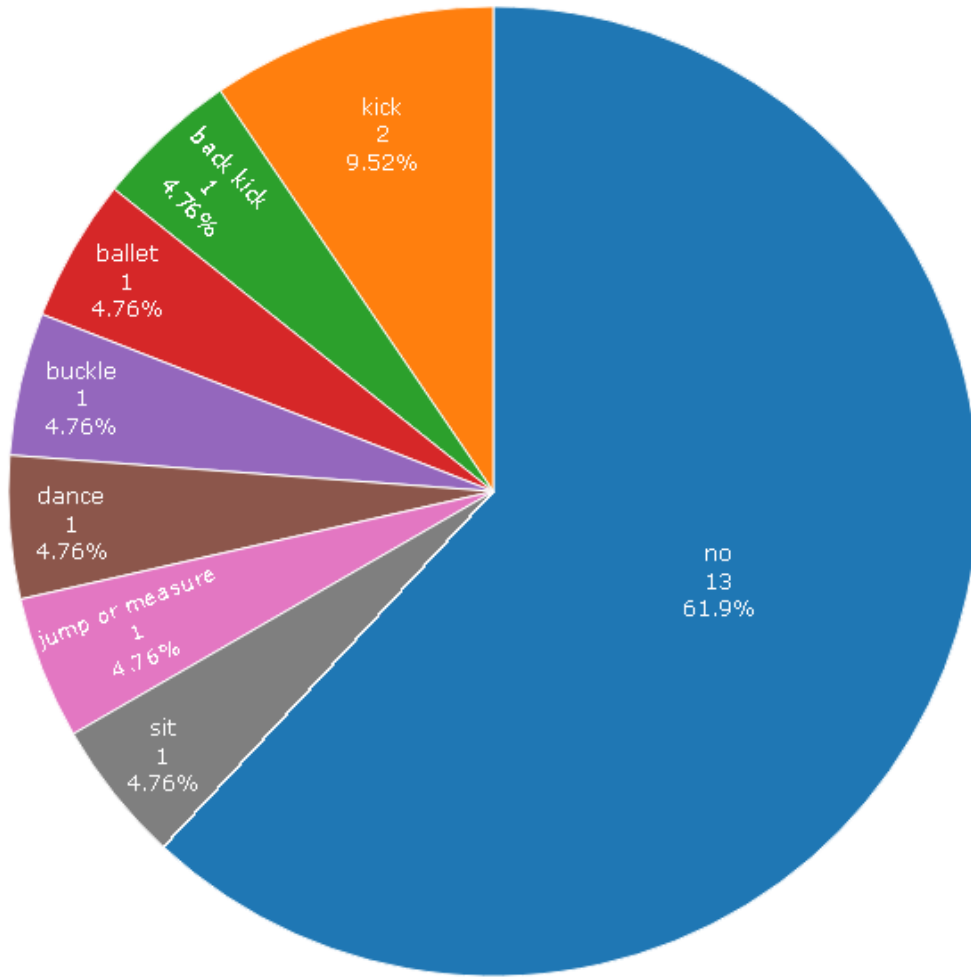
Movie S1. Demonstration of a sequence of action avatars, starting from an unmorphed 'catching' action, and with each consecutive one being morphed with a 'taking' action to a larger degree than a previous one, and ending with the unmorphed 'taking' action. Unmorphed 'catching' and 'taking' avatars were used as two of the four adaptor stimuli in Experiment 1. One of the morphed avatars (the one determined to be equally likely perceived as 'catching' or 'taking' for each participant individually) was used as a test stimulus.

Movie S2. Demonstration of a sequence of action avatars, starting from an unmorphed 'throwing' action, and with each consecutive one being morphed with a 'giving' action to a larger degree than a previous one, and ending with the unmorphed 'giving' action. Unmorphed 'throwing' and 'giving' avatars were used as two of the four adaptor stimuli in Experiment 1. One of the morphed avatars (the one determined to be equally likely perceived as 'throwing' or 'giving' for each participant individually) was used as a test stimulus.

Movie S3. Demonstration of (stick-figure) avatars with scrambled joint positions that were used as control adaptor stimuli in Experiment 2. The movie shows three repetitions of each of the four scrambled avatars ('throwing', 'giving', 'taking', 'catching').

Movie S4. Demonstration of (stick-figure) avatars from 'salsa dancing' social interaction that were used as control adaptor stimuli in Experiment 3. The movie shows three repetitions of each of the two avatars ('salsa follower', 'salsa leader').

Movie S5. Demonstration of (stick-figure) avatar performing the 'push' action.

Movie S6. Demonstration of (stick-figure) avatar performing the 'hug' action.

Movie S7. Demonstration of (stick-figure) avatar performing the 'hand-up' action.

Movie S8. Demonstration of (stick-figure) avatar performing the 'hand-left' action.