# Appendix A: Events shown in the videos

Items marked with asterisk were created and used in Sakarias & Flecken (2019). The whole collection of their stimuli can be found in the following link: <https://osf.io/uyxtg/>

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Change of state events** | |  | **No change of state events** | |  | **Filler events** | |
| A01\* | Break chocolate in pieces |  | B01\* | Whisk milk |  | F01\* | Stretch |
| A02\* | Build a Lego tower |  | B02\* | Rub a knife with a cloth |  | F02\* | Yawn |
| A03\* | Cut an apple in half |  | B03\* | Rub glasses with a cloth |  | F03\* | Blow one's nose |
| A04\* | Cut paper in half |  | B04\* | Wipe a mirror |  | F04\* | Sleep |
| A05\* | Peel a banana |  | B05\* | Measure a box |  | F05\* | Calculate |
| A06\* | Peel a mandarin |  | B06\* | Shuffle cards |  | F06\* | Do one’s hair |
| A07\* | Make a jigsaw puzzle |  | B07\* | Wipe an empty glass |  | F07\* | Give a book to someone |
| A08\* | Roll wool into a ball |  | B08\* | Staple papers |  | F08\* | Throw a ball to someone |
| A09\* | Tear paper in half |  | B09\* | Stir soup with a spoon |  | F09\* | Slap someone |
| A10 | Fill a glass with juice |  | B10\* | Wipe a table |  | F10\* | Dance with someone |
| A11 | Cut pieces of paper |  | B11\* | Spread chocolate on bread |  | F11\* | Shake hands with someone |
| A12 | Drink up wine |  | B12\* | Put salt in a bowl |  | F12\* | Bandage someone |

Events shown in the videos during the practice trials

|  |  |
| --- | --- |
| Practice events | |
| P01 | Put a hat on someone |
| P02 | Give papers to someone |
| P03 | Put a book on a table |
| P04 | Put a book on the head |
| P05 | Juggle two tangerines |
| P06 | Play with a toy car |

# Appendix B: Accuracy by recognition cue type

Performance of participants in Experiment 1 and 2 by cue type (matching / mismatching) shown during the recognition test. Low performance in both cue types may reflect a weak representation in memory, whereas high performance in both cue types may reflect a strong memory representation. In addition,a good performance in the case of one cue type but not in the other type may reflect weak-strong representations in memory.

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| --- | --- | --- | --- | --- |
| **Recognition accuracy by cue type in Experiment 1 (non-verbal encoding)** | | | | |
| Event type | Mov. Dynamics | Language Group | Recognition cue type | |
| Matching | Mismatching |
| Change of state | Ceased action | Spanish | 68.3% | 76.7% |
| Mandarin | 46.0% | 74.6% |
| Ongoing action | Spanish | 36.7% | 58.3% |
| Mandarin | 44.4% | 57.1% |
| No change of state | Ceased action | Spanish | 30.0% | 63.3% |
| Mandarin | 38.1% | 68.3% |
| Ongoing action | Spanish | 53.3% | 66.7% |
| Mandarin | 31.7% | 73.0% |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Recognition accuracy by cue type in Experiment 2 (verbal encoding)** | | | | |
| Event type | Mov. Dynamics | Language Group | Recognition cue type | |
| Matching | Mismatching |
| Change of state | Ceased action | Spanish | 83.1% | 77.3% |
| Mandarin | 75.4% | 77.8% |
| Ongoing action | Spanish | 56.9% | 60.9% |
| Mandarin | 54.8% | 38.7% |
| No change of state | Ceased action | Spanish | 51.5% | 75.8% |
| Mandarin | 53.2% | 71.0% |
| Ongoing action | Spanish | 57.6% | 74.2% |
| Mandarin | 48.3% | 69.8% |

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