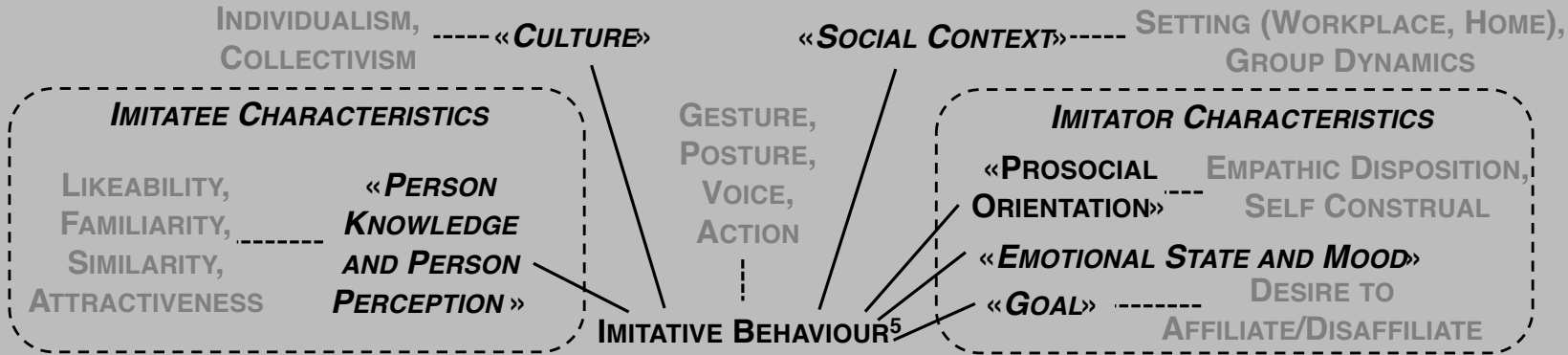


**A — B** POSITIVE ASSOC  
**A + B** NEGATIVE ASSOC  
**A  $\approx$  B** EMPIRICAL EQUIV

«**A**» - **B** MODERATION  
 1, 2, 3, ... NOTES

**FUNDAMENTAL ELEMENTS**  
**VARIETIES OR EXAMPLES**

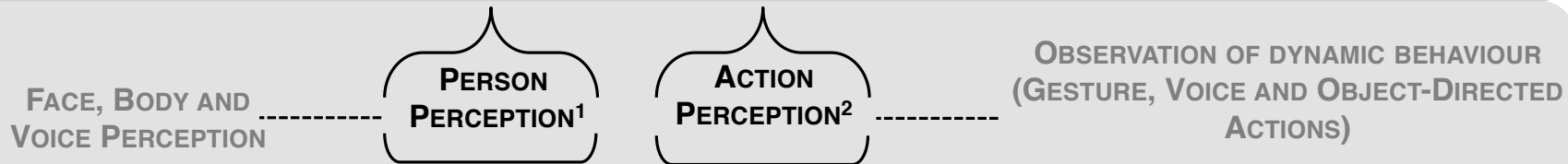
BEHAVIOUR



SELECTION



PERCEPTION



<sup>1</sup> DETECTING THE PRESENCE OF OTHER HUMANS (E.G., KANWISHER, 2010)

<sup>2</sup> DETECTION OF DYNAMIC AND GOAL-DIRECTED BEHAVIOUR (E.G., CASPERS ET AL., 2010)

<sup>3</sup> DOMAIN GENERAL CONTROL SYSTEMS ARE ASSOCIATED WITH THE MULTIPLE DEMAND NETWORK AND BY DEFINITION OPERATE ACROSS MULTIPLE TASKS / DOMAINS (E.G., DUNCAN, 2010)

<sup>4</sup> DOMAIN SPECIFIC CONTROL SYSTEMS ARE ASSOCIATED WITH THE THEORY OF MIND NETWORK AND ARE FUNCTIONALLY TUNED TOWARDS SOCIAL INFORMATION PROCESSING (BRASS ET AL., 2009)

<sup>5</sup> UNINTENTIONAL COPYING OF OTHERS ACTIONS IN SOCIAL CONTEXTS (SEE CHARTRAND & LAKIN, 2013)