**SUPPLEMENTARY MATERIALS**

The assignment of sub-codes allows for even more precise discrimination of the quality of social interaction. For example, consider periods of activity coded in the 3 behavioural dimensions in the following ways:

**Examples of play-congruent-states:**

**a) Joint attention on the object/partner, holding object, positive affect:**



**SE SM C**

**Parent 1.2 1.1 1.1**

**Child 1.2 1.1 1.1**

**b) Joint attention on the object/partner, holding object, neutral affect:**



**SE SM C**

**Parent 1.1 1.1 1.1**

**Child 1.1 1.1 1.1**

**c) Solo object-specific exploration by child, neutral affect**



**SE SM C**

**Parent 1.1 1.1 1.1**

**Child 1.1 1.3 1.2**

**d) Solo object-specific exploration by child, positive affect**



**SE SM C**

**Parent 1.2 1.1 1.1**

**Child 1.2 1.3 1.2**

**e) Joint object-specific exploration plus display of positive affect:**

 

**SE SM C**

**Parent 1.2 1.3 1.2**

**Child 1.2 1.3 1.2**

**Example of a play-incongruent state:**

**f) Both holding toy, positive affect, child distracted:**

 

**SE SM C**

**Parent 1.2 1.1 1.1**

**Child 1.2 1.1 0**