Table 2

Construct	range of values	scale	anchors
Covert Stage	1 or 0	binary	1 = action representation activated
Inhibition	1 or 0	binary	1 = overt stage inhibited
Overt Stage	1 or 0	binary	1 = motor execution of representations
actual action	1 or 0	binary	
Motor imagery	1 or 0	binary	
Motor system activation	not defined as transformed into functional equivalence	-	does not have to be defined, as the construct is represented in functional equivalence
functional equivalence	[0; 1]	continuous	0 = no overlap between motor system activation in MI and actual action 1 = complete overlap of motor system activation > can be defined as a percentage
baseline motor performance	[0.2; 1]	continuous	0 = (theoretical) Lowest possible performance in motor task before the practice 0.2 = (practical) Lowest possible performance in motor task before the practice ! Because of how functional equivalence is calculated with F = 0.2 baseline performance can not be under 0.2 as then functional equivalence would reach negative values 1 = Highest possible performance in task in motor task before the practice

post-task motor performance	[0; 1]	continuous	0 = Lowest possible performance in motor task after the practice 1 = Highest possible performance in task in motor task after the practice