**Coding scheme**

Here, we only use 1 and 4 for any kind of answer in this category, but use the detailed code for Epistemic States.

**0 - nonsensical**

1. **Action**

**2 Epistemic state**

2\_1 just epistemic state change

2\_2 by reading e-mail *(if agent had read e-mail)*

2\_3 by external change in e-mail system *(if e-mail system would have been fixed)*

2\_4 epistemic state change by so else (includes informing others, or agent) *(if manager had informed agent etc.)*

2\_5 epistemic state change by other, additional action of agent (including preventing setting)

2\_6 epistemic state about bug *(if agent knew that the e-mail system is flawed)*

X - had checked spam-folder and read e-mail

In the CF\_externally caused condition, everything that says sth like they should have checked the spam folder and read the e-mail can be marked as X.

**4 – environment**