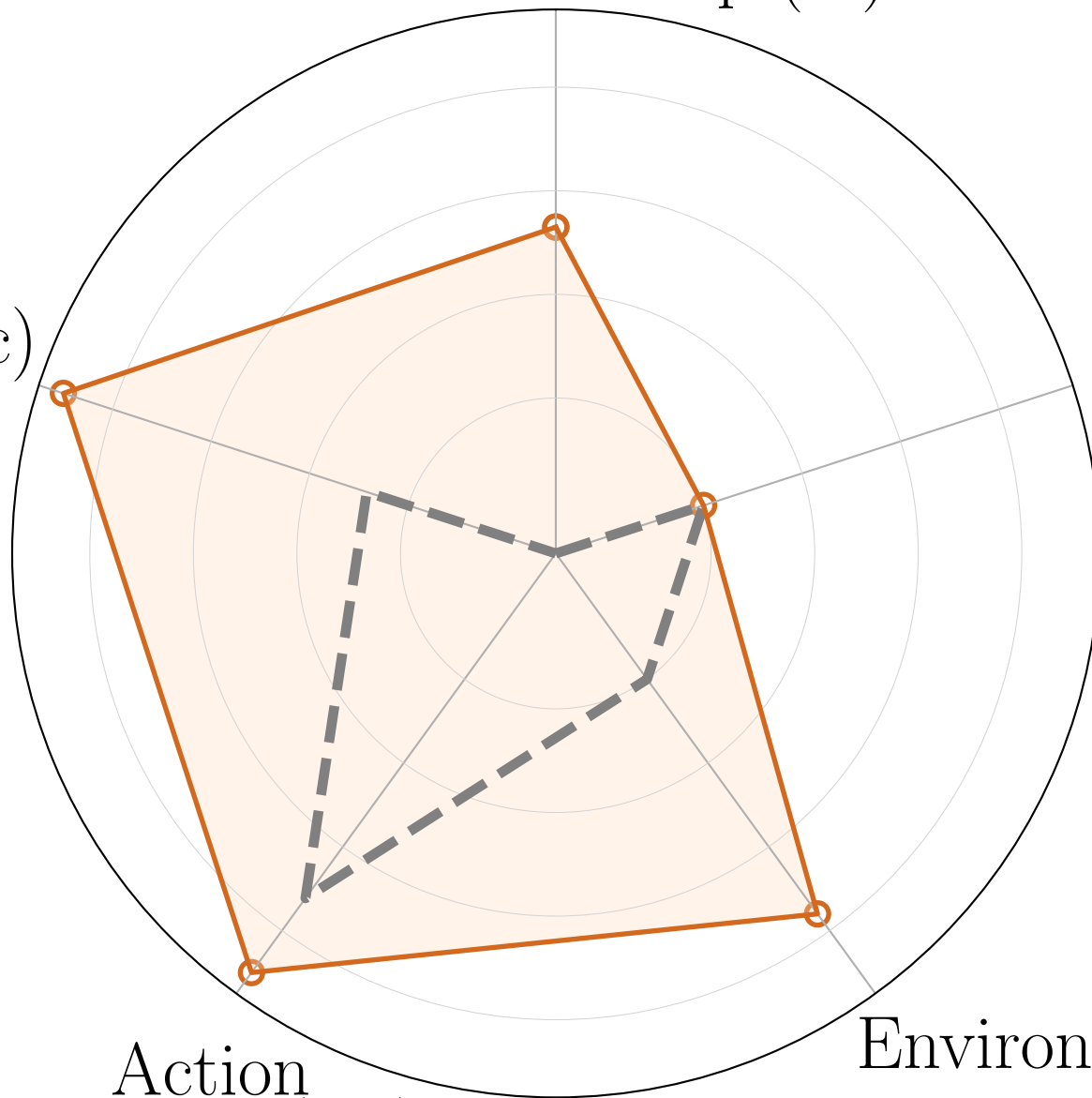


# Charades

Label overlap (%)

Temporal  
awareness (sec)

PoV



Action  
length (sec)

Environment