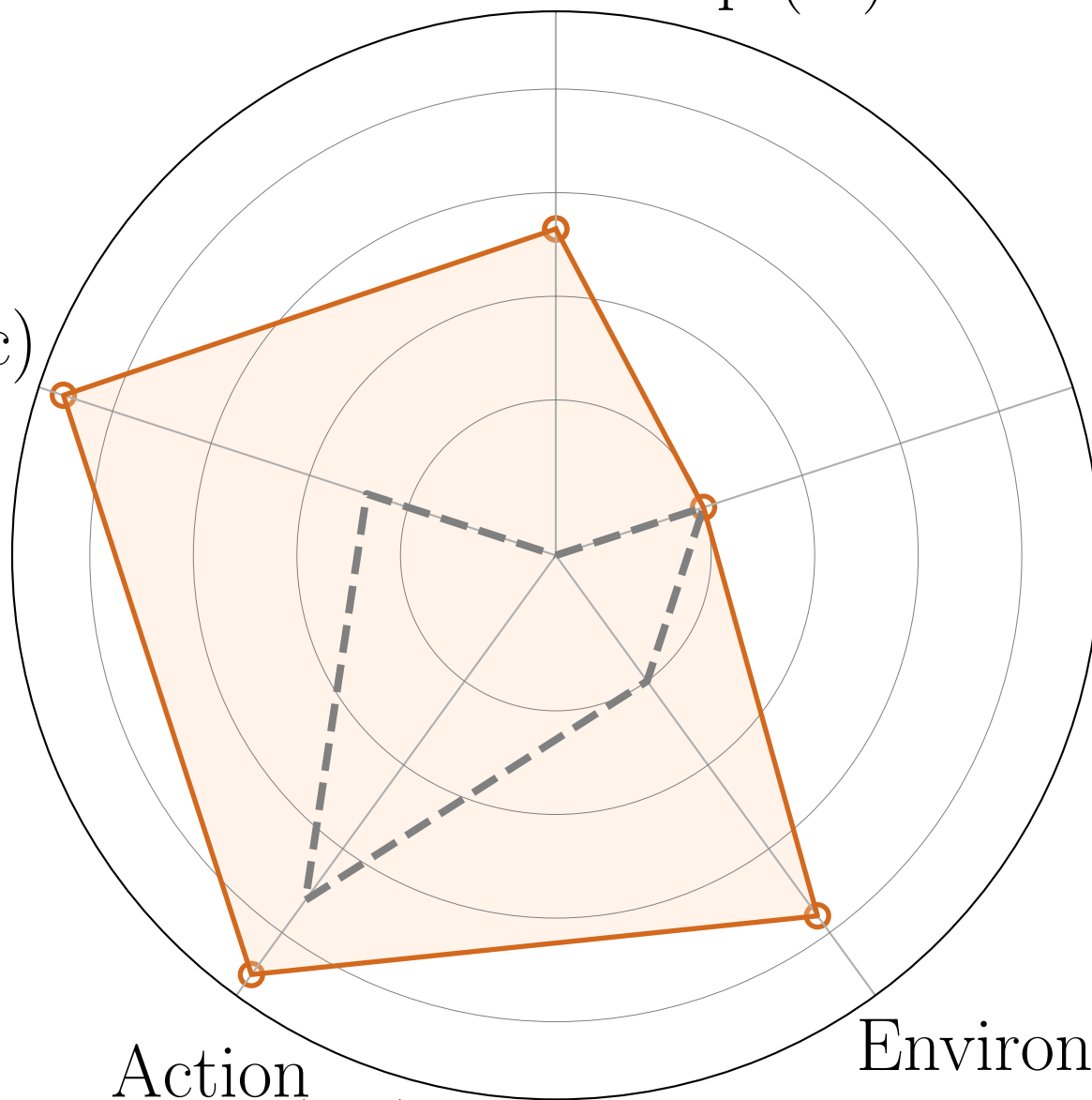


Charades

Label overlap (%)

Temporal
awareness (sec)

PoV



Action
length (sec)

Environment