**Supplementary Table 1**

*Error codes used in the dialogue game learning task*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Error code | Meaning | Example critical item: *graben* | Example control item: *fegen* | Binary recoding |
| 0 | No error | *gräbt* | *fegt* | 1 |
| 1 | Correct stem vowel, but other error | *gräbet* | *feget* | 1 |
| 2 | Expected stem-vowel error (but no other errors) | *grabt* | *fiegt* | 0 |
| 3 | Other stem-vowel error (but no other errors) | *grubt* | *fugt* | 0 |
| 4 | Expected stem-vowel error and other error | *grabet* | *fieget* | 0 |
| 5 | Other stem-vowel error and other error | *grubet* | *fuget* | 0 |
| 6 | Wrong verb | *macht* | *putzt* | 0 |
| 7 | No response |  |  | 0 |

*Note*. The experimenter entered the error codes immediately after each participant production by pushing the corresponding key on the keyboard. *Graben* means ‘to dig’; *fegen* means ‘to swipe’. All verbs were supposed to be conjugated in 3SG PRES.