Online Appendix

Original Terms from Participant Narratives and Their Interact-Compatible Replacements

| Statement ID | Original | Interact Compatible | Term |
|------------------------------|----------------------------------|---------------------|----------------|
| 1.1.6 | convince | dissuade | Behavior |
| 1.1.9 | person | man | Actor |
| 1.2.6 | convince | dissuade | Behavior |
| 1.2.15 | person | man | Actor |
| 1.3.6 | convince | dissuade | Behavior |
| 1.3.A1 | person | man | Actor |
| 3.1.15 | is mean to | hassle | Behavior |
| 3.3.7 | thief | robber | Object |
| 4.1.A1 | person | man | Actor |
| 4.2.6 | convince | dissuade | Behavior |
| 4.2.A2 | person | man | Actor |
| 5.2.A1 | person | man | Actor |
| 5.2.A1 | call | inform | Behavior |
| 5.3.A1 | person | man | Actor |
| 5.3.A1 | call | inform | Behavior |
| 6.2.18 | give statement to | speak to | Behavior |
| 6.2.A1 | persuade | dissuade | Behavior |
| 6.3.6 | convince | dissuade | Behavior |
| 8.1.6 | disabled man | handicapped person | Actor |
| 8.1.9 | disabled man | handicapped person | Object |
| 8.1.A1 | person | man | Actor |
| 8.2.A1 | person | man | Actor |
| 8.3.A1 | person | man | Actor |
| 9.1.6 | thief | robber | Object |
| 9.1.7 | thief | robber | Object |
| 9.1.9 | thief | robber | Actor |
| 9.2.6 | convince | dissuade | Behavior |
| 9.2.6 | thief | robber | Object |
| 9.2.9 | thief | robber | Actor |
| 9.2.A1 | person | man | Object |
| 9.3.6 | convince | dissuade | Behavior |
| 10.1.6 | mentally ill man | sick person | Actor |
| 10.1.6 | convince | dissuade | Behavior |
| 10.1.9 | mentally ill man | sick person | Object |
| 10.1.A1 | mentally ill man | sick person | Actor |
| 10.2.6 | convince | dissuade | Behavior |
| 10.2.A1 | go up to | approach | Behavior |
| 10.2.A2 | let go | exonerate | Behavior |
| 10.3.A1 | let go | exonerate | Behavior |
| 11.1.9 | thief | robber | Actor |
| 11.1.A1 | person | man | Actor |
| 11.1.A2 | person | man | Actor |
| 11.2.15 | person | man | Actor |
| 11.2.15 11.2.A1 | person | man | Actor |
| 11.3.15 | person | man | Actor |
| 11.3.A1 | shop owner | shopkeeper | Actor |
| 11.3.A2 | person | man | Actor |
| | humiliate | demean | Behavior |
| 12.1.19 | | | |
| 12.1.19 12.1.A1 | person | man | Actor |
| 12.1.19 12.1.A1 12.2.6 | person man with mental issues | man sick person | Actor Actor |

| Statement ID | Original | Interact Compatible | Term |
|--------------------|----------------------------------|------------------------|----------------------|
| 12.2.19 | man with mental issues | sick person | Object |
| 12.2.A3 | store owner | shopkeeper | Object |
| 12.3.6 | mentally handicapped person | sick person | Actor |
| 12.3.19 | mentally handicapped person | sick person | Object |
| 12.3.A1 | mentally handicapped person | sick person | Object |
| 14.2.6 | person | man | Object |
| 14.3.6 | mentally ill man | sick person | Actor |
| 15.1.6 15.1.6 | convince thief | dissuade robber | Behavior Object |
| | | | 3 |
| 15.2.6 | convince | dissuade | Behavior |
| 15.3.A1 | complain to | grouse at | Behavior |
| 15.3.A2 16.1.6 | complain to thief | grouse at robber | Behavior Object |
| 16.1.7 | thief | robber | Object |
| | | | |
| 16.1.9 | thief | robber | Actor |
| 16.1.16 | person | man | Object Behavior |
| 16.1.A1 16.2.6 | say bad things about convince | disparage dissuade | Behavior Behavior |
| 16.2.7 | thief | robber | Object |
| | | | - |
| 16.2.9 | thief | robber | Actor |
| 16.2.A1 | shop owner | shopkeeper dissuade | Actor |
| 16.3.6 16.3.6 | convince thief | robber | Behavior Object |
| 16.3.A1 | shop owner | shopkeeper | Actor |
| | - | | |
| 17.1.7 | thief | robber | Object Actor |
| 17.2.A1 17.2.A1 | person stand up for | man defend | Actor Behavior |
| 17.2.A1 17.3.6 | stand up for thief | robber | Object |
| 17.3.17 | take away | apprehend | Behavior |
| | · | • • | |
| 18.1.6 18.3.A1 | convince person | dissuade man | Behavior Actor |
| 19.1.6 | convince | dissuade | Behavior |
| 19.1.6 | thief | robber | Object |
| 19.1.7 | thief | robber | Actor |
| 19.1.9 | thief | robber | Object |
| 19.2.6 | convince | dissuade | Behavior |
| 19.2.A1 | see | look at | Behavior |
| 19.3.A1 | see | look at | Behavior |
| 20.1.7 | convince | dissuade | Behavior |
| 20.2.6 | convince | dissuade | Behavior |
| 21.2.6 | thief | robber | Object |
| 21.2.A1 | deter | dissuade | Behavior |
| 21.2.A1 | thief | robber | Object |
| 21.3.6 | thief | robber | Object |
| 21.3.A1 | thief | robber | Object |
| 22.1.A1 | person | man | Actor |
| 22.1.A2 | person | man | Actor |
| 22.1.A3 23.1.6 | person thief | man robber | Actor |
| | | | Object |
| 23.1.7 | thief | robber | Actor |
| 23.1.9 | thief | robber | Actor |
| 25.1.17 25.1.41 | take convince | apprehend dissuade | Behavior Behavior |
| 25.1.A1 25.2.A1 | convince | inform | Behavior Behavior |
| | | | |
| 25.2.A2 | convince | dissuade | Behavior |
| 25.3.A1 | convince | dissuade | Behavior |
| 25.3.A2 26.3.A1 | call convince | inform dissuade | Behavior Behavior |
| 26.3.A1 27.1.A2 | mall cop | cop | Actor |
| | * | • | |
| 27.1.A2 | break up | obstruct | Behavior |
| 27.1.A3 | mall cop | cop | Actor |
| 27.1.A3 | escort | lead | Behavior |

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| 27.1.A4 | mall cop | cop | Actor |
| 27.1.A4 | escort | lead | Behavior |
| 27.1.A6 | mall cop | сор | Actor |
| 27.1.A6 | break up | obstruct | Behavior |
| 27.2.A1 | mall cop | сор | Actor |
| 27.2.A1 | break up | obstruct | Behavior |
| 27.2.A2 | mall cop | cop | Actor |
| 27.2.A2 | break up | obstruct | Behavior |
| 27.3.A4 | mall cop | сор | Actor |
| 27.3.A4 | break up | obstruct | Behavior |
| 27.3.A5 | mall cop | cop | Actor |
| 27.3.A5 | break up | obstruct | Behavior |
| 28.1.17 | give looks to | look at | Behavior |
| 28.1.18 | assure | reassure | Behavior |
| 28.1.A1 | assure | reassure | Behavior |
| 28.3.6 | call | inform | Behavior |
| 28.3.17 | suspect | question | Behavior |
| 30.3.6 | thief | robber | Object |
| 30.3.7 | thief | robber | Actor |
| 31.1.A1 | person | man | Actor |
| 31.3.A1 | person | man | Actor |
| 31.3.A1 | call | inform | Behavior |
| 32.1.18 | peace officer | police officer | Object |
| 32.1.A1 | peace officer | police officer | Actor |
| 32.1.A2 | peace officer | police officer | Actor |
| 32.1.A2 | check out | look at | Behavior |
| 33.1.6 | convince | dissuade | Behavior |
| 33.1.6 | thief | robber | Object |
| 33.2.6 | thief | robber | Object |
| 33.2.7 | thief | robber | Actor |
| 33.2.A1 | convince | dissuade | Behavior |
| 33.2.A1 | thief | robber | Object |
| 33.3.6 | convince | dissuade | Behavior |
| 33.3.6 | thief | robber | Object |
| 33.3.7 | thief | robber | Actor |
| 33.3.A1 34.1.7 | notice thief | observe robber | Behavior Actor |
| | | | |
| 34.2.6 | thief | robber | Object |
| 34.2.A1 | thief | robber | Actor |
| 35.1.17 35.1.19 | mistreat mistreat | abuse abuse | Behavior Behavior |
| 35.1.A1 | mistreat | abuse | Behavior |
| | | | |
| 36.2.6 | thief | robber | Object |
| 36.3.A1 36.3.A1 | person call | man inform | Actor Behavior |
| 37.2.6 | thief | robber | Object |
| 37.2.15 | convict | convict | Behavior |
| 38.2.6 | thief | robber | Object |
| 38.2.9 | thief | robber | Actor |
| 38.2.A1 | thief | robber | Object |
| 38.3.A2 | scare | threaten | Behavior |
| 38.3.A2 | person | man | Object |
| 39.1.19 | person | man | Actor |
| 39.2.6 | mentally ill man | sick person | Actor |
| 39.2.7 | mentally ill man | sick person | Object |
| 40.2.17 | take away | apprehend | Behavior |
| 40.3.6 | convince | dissuade | Behavior |
| 40.3.17 | take away | apprehend | Behavior |
| 40.3.A1 | call | inform | Behavior |
| 41.2.A1 | convince | dissuade | Behavior |
| 42.1.7 | convince | dissuade | Behavior |
| 42.2.6 | convince | dissuade | Behavior |
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| Statement ID | Original | Interact Compatible | Term |
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| 42.3.6 | convince | dissuade | Behavior |
| 43.1.7 | go back and forth | argue with | Behavior |
| 43.2.6 | convince | dissuade | Behavior |
| 43.2.A1 | ***** | | Actor |
| 43.2.A1 43.3.6 | patron | shopper dissuade | Actor Behavior |
| 43.3.0 | convince | dissuade | Benavior |
| 43.3.A1 | person | man | Actor |
| 45.2.A1 | person | man | Actor |
| 45.3.6 | thief | robber | Object |
| 45.3.A1 | person | man | Actor |
| 45.3.A2 | thief | robber | Object |
| 46.1.6 | thief | robber | Object |
| 46.1.9 | thief | robber | Actor |
| 46.1.A1 | person | man | Actor |
| 46.2.A1 | person | man | Actor |
| 46.2.A2 | person | man | Object |
| 46.3.9 | shop owner | shopkeeper | Object |
| 46.3.A1 | shop owner | shopkeeper | Actor |
| 46.3.A1 | call | inform | Behavior |
| 46.3.A2 | testify to | promise something to | Behavior |
| 47.3.17 | take away | apprehend | Behavior |
| 48.3.A2 | call | inform | Behavior |
| 49.2.17 | pick up | catch | Behavior |
| 49.3.17 | take away | apprehend | Behavior |
| 49.3.A1 | convince | dissuade | Behavior |
| 50.2.6 | thief | robber | Object |
| 50.2.7 | thief | robber | Actor |
| 50.2.7 | protest | deny something to | Behavior |
| 50.2.A1 | thief | robber | Object |