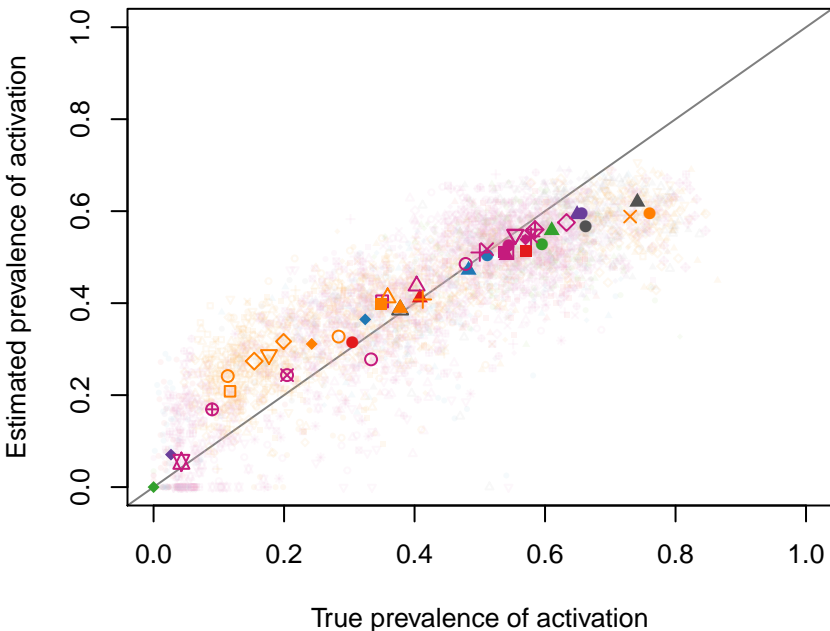
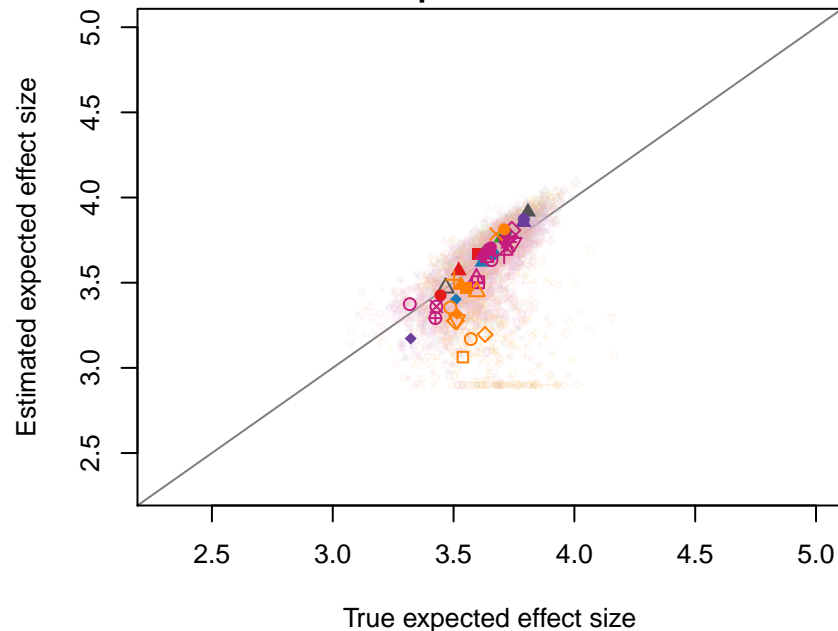


# Prevalence of activation



- SOCIAL : Random
- ▲ SOCIAL : Theory of Mind
- △ SOCIAL : ToM – Random
- EMOTION : Faces
- ▲ EMOTION : Shapes
- EMOTION : Faces – Shapes
- RELATIONAL : Match
- ▲ RELATIONAL : Relational
- RELATIONAL : Match–Relational
- LANGUAGE : Math
- ▲ LANGUAGE : Story
- LANGUAGE : Story–Math
- GAMBLING : Punish
- ▲ GAMBLING : Reward
- GAMBLING : Punish–Reward
- WM : 2back–body
- ▲ WM : 2back–face
- WM : 2back–place
- WM : face
- WM : 2back–tool
- WM : 0back–body
- ▲ WM : 0back–face
- WM : 0back–place
- × WM : 0back–tool
- ◇ WM : 2back
- ▽ WM : 0back
- WM : 2back–0back
- ▽ WM : body
- WM : face
- WM : place
- ◆ WM : tool

# Scatter plot of effect size



- WM : body–average
- × WM : face–average
- WM : place–average
- ◇ WM : tool–average
- MOTOR : Cue
- ▲ MOTOR : Left foot
- MOTOR : Left hand
- MOTOR : Right foot
- MOTOR : Right hand
- ▲ MOTOR : Toes
- WM : body–average
- × WM : face–average
- WM : place–average
- ◇ WM : tool–average
- MOTOR : Average
- MOTOR : Cue – average
- △ MOTOR : Left foot – average
- ▽ MOTOR : Left hand – average
- MOTOR : Right foot – average
- MOTOR : Right hand – average
- MOTOR : Toes – average