**Title:** Affordance Norms for 3000 Highly Concrete Nouns

**Authors:** Nicholas P. Maxwell, Alen Hajnal, Mark J. Huff, & Tyler Surber

**Abstract**

Objects are commonly described in terms of their relations to other objects (e.g., associations, semantic similarity, etc.) or their physical features (e.g., birds have wings, feathers, etc.). However, objects can also be described in terms of their actionable properties (i.e., affordances), which describe interactive relationships between actors and objects. While several normed datasets have been created to categorize aspects of meaning (e.g., semantic features, associations, etc.), affordance norms have not been generated. This is surprising as affordances have been shown to affect how individuals process objects (e.g., body-object interactions; Pexman et al., 2019). The present study addresses this limitation by developing a set of affordance norms for 3000 objects. Because our stimuli overlap with other semantic and lexical norm sets (e.g., semantic feature norms, Buchanan et al., 2019; MRC Psycholinguistic Database; Colthart, 1981), researchers will be able to evaluate semantic/lexical variables when generating affordance properties. Preliminary comparisons indicate that [EXPAND]

**Character Count (with spaces):** XXX/1250

**Presentation Type:** Poster