

APPENDIX

4 month videos:

1. Grocery Store: Infant is in a snugly carrier on mother's chest.

As the clip begins, the infant's mother is speaking to a clerk at a grocery store photo stand.

As the interaction continues, the mother's hands and several adult customers and employees appear in the picture. The clip goes on to show the walk from the photo counter to the store exit. The infant passes by several rows of grocery items including the bakery section of the store. Several adults and two children are pictured in the later portion of the clip.

2. Home: Infant is lying in his car seat.

This clip shows the infant's view from his position in his car seat. The mother and a second adult can be seen leaning above the child while placing him in his car seat. The car seat handle is then snapped into place above the child. A small red bird toy hangs from the handle and is in view for the remainder of the clip. The mother proceeds to pick up the car seat and walk through the house to the door. She then places the seat on the floor while gathering her belongings and locking the door. Finally, she picks up the seat and carries the child to a minivan where she installs the seat.

3. Wal-Mart: Infant is in a snugly carrier on mother's chest.

This clip shows the infant's point of view while walking through a superstore. The infant passes several rows of products and customers before stopping with his mother at a check-out lane. A female cashier rings up several products and the mother's hands can be seen placing the objects on the conveyor belt and reaching into her wallet for payment. The last portion of the clip shows the infant moving to the exit of the store.

8 month videos:

1. Play group: Infant is sitting on floor; crawls briefly.

Several infants ranging from 3-18 months and their mothers are interacting and playing in a family room. The clip shows two older infants playing with several toys including blocks, balls and a kitchen set. The mothers are sitting to the side watching the infants and speaking with each other. Near the end of the clip a fourth mother enters the room with her 3 month-old daughter in a car seat. She kneels and proceeds to take her daughter out of the car seat. The infant with the camera crawls a short distance toward the woman when she speaks to him.

2. Blocks: Infant is standing at a child-sized table.

Two adults are sitting on the floor in front of a table covered with wooden blocks. They are building towers, speaking to the infant and handing him blocks. The infant's hands can be seen grasping and playing with several blocks.

3. School: Infant is seated in a stroller.

The infant is positioned in front of the entrance to an elementary school as children are exiting at the end of the day. Many parents are standing around the entrance waiting for their children as they exit. When the infant's sister arrives, the clip shows her saying hello to the infant. The stroller then moves along a sidewalk away from the school and the video shows children interacting with one another in front of a row of school buses.

Definitions of gaze to each of the three image categories based on eye-tracking cross-hair locations on the scene videos.

Coding Category

Faces: Faces were defined as the face and the upper torso of each person on screen. Only those faces that were of sufficient size to be recognized as a specific individual were coded.

Hands: Hands included the wrist and lower forearm. The image of the hand on the screen had to be of sufficient size to be clearly distinguishable as a hand. This category included the hands of our infant participant wearing the head-mounted camera as well as those of any adults or children in the scene.

Objects: Because there were many objects present in any one scene (often too many to count or code), only the most prominent objects were selected for coding. These objects were typically the largest images in the scenes and/or were at some point manipulated by a person in the clip.

Other: The other category includes any portion of the scene that was not defined as a face, hand, or object (e.g., windows, walls, furniture, and the sky). This other category allowed us to calculate the proportion of each video that provided a codeable eye-track from each participant.