

Appendix. 1
Percentage of correct in category judgments for each object

The table 1 below shows the name of each object and the percentage of correct responses. The two camping items, which were presented as kitchen items in the preliminary experiment, were considered as objects with a high degree of difficulty in judging the garage item category in this experiment because the percentage of these items judged as garage items was over 60%.

Table Percentage of correct in category judgments for each object

Kitchen Right handle		% of correct		Garage right handle	
CampCupR.png,		0.9342		CampAxeR.png	
CampForkR.png		0.918		CampShovelR.png	
CampHandKnifeR.png		0.2885	→Garage	CampTrekkeingPoleR	
CampHipFlaskR.png		0.4885		GarafeSawR.png	
CampSheathR.png		0.3849	→Garage	GarageChiselR.png	
KitchenForkR.png		0.6459		GarageCrawbarR.png	
KitchenKettle01R.png		0.9638		GarageHannmerR.png	
KitchenKettle02R.png		0.9279		GarageMetalsawR.png	
KitchenPanFrying2R.png		0.9243		GaragePliers1R.png	
KitchenPastaSpoonR.png		0.8026		GaragePuttyknifeR.png	
KitchenPotBigR.png		0.9474		GarageRakeR.png	
KitchenSpade2R.png		0.9342		GarageScrewdriverR.	
KitchenSpoonR.png		0.9539		GarageShovel2R.png	
KitchenSpoonWood02R.png		0.9013		GarageWrenchR.png	
KitchenSpoonWood05R.png		0.9145		GarageHoeR.png	
KitchenWispR.png		0.9342		Mallet2R.png	
	mean of % correct	0.80400625			mean c
Kitchen Left handle		% of correct		Garage Left handle	
CampCupL.png		0.9309		CampAxeL.png	
CampForkL.png		0.9406		CampShovelL.png	
CampHandKnifeL.png		0.318	→Garage	CampTrekkeingPoleL	
CampHipFlaskL.png,		0.5311		GarafeSawL.png	
CampSheathL.png		0.3803	→Garage	GarageChiselL.png	
KitchenForkL.png		0.6678		GarageCrawbarL.png	
KitchenKettle01L.png		0.9541		GarageHannmerL.png	
KitchenKettle02L.png		0.9737		GarageMetalsawL.png	
KitchenPanFrying 2L.png		0.9474		GaragePliers1L.png	
KitchenPastaSpoonL.png		0.8328		GaragePuttyknifeL.png	
KitchenPotBigL.png		0.9539		GarageRakeL.png	
KitchenSpade2L.png		0.9441		GarageScrewdriverL.p	
KitchenSpoonL.png		0.9145		GarageShovel2L.png	
KitchenSpoonWood02L.png		0.9375		GarageWrenchL.png	
KitchenSpoonWood05L.png		0.9145		GarageHoeL.png	
KitchenWispL.png		0.6131		Mallet2L.png	
	mean of % correct	0.79714375			mean c

Appendix 2

Random Forest Results

Confusion Matrix

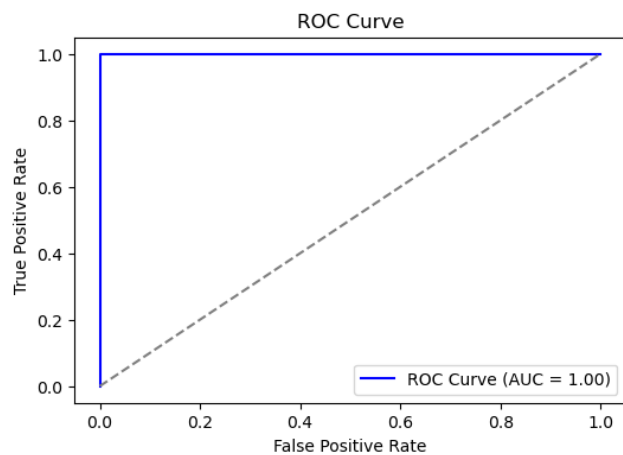
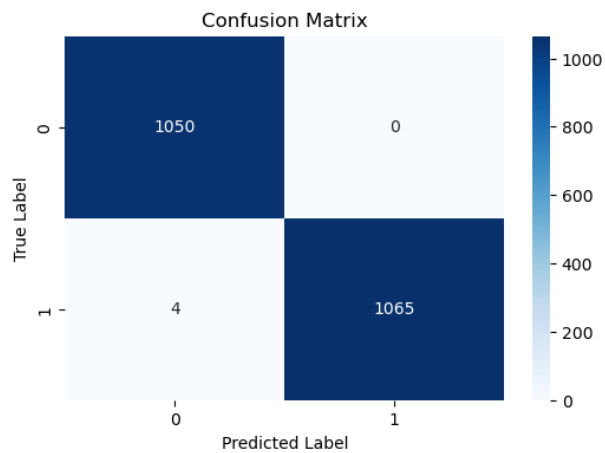
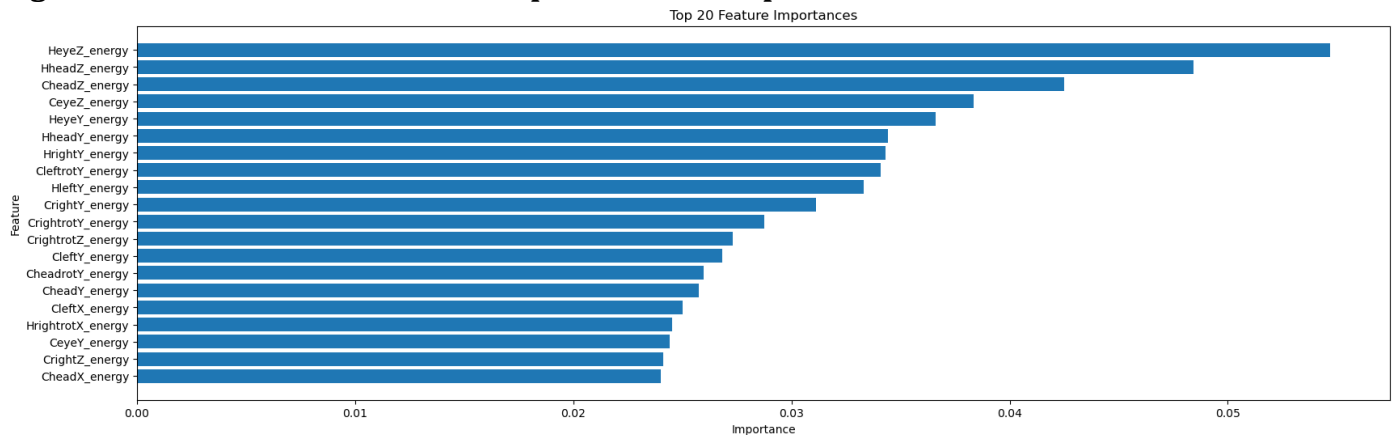


Figure 4. Random Forest Results Top 20 Feature Importance



Note: The horizontal axis represents the importance of each feature across the entire model. Importance is measured as the cumulative reduction in Gini impurity (or entropy) when a feature is used as a splitting criterion.

Importance of all 48 features from Random forest model

1. HeyeZ_energy 0.054699
2. HheadZ_energy 0.048416
3. CheadZ_energy 0.042494
4. CeyeZ_energy 0.038357
5. HeyeY_energy 0.036620
6. HheadY_energy 0.034423
7. HrightY_energy 0.034315
8. ClefttrotY_energy 0.034100
9. HleftY_energy 0.033301
10. CrightY_energy 0.031133
11. CrighttrotY_energy 0.028736
12. CrighttrotZ_energy 0.027291
13. CleftY_energy 0.026818
14. CheadrotY_energy 0.025992
15. CheadY_energy 0.025734
16. CleftX_energy 0.025015
17. HrighttrotX_energy 0.024522
18. CeyeY_energy 0.024426
19. CrightZ_energy 0.024132
20. CheadX_energy 0.024016
21. HlefttrotX_energy 0.022956
22. HleftZ_energy 0.020990
23. ClefttrotX_energy 0.020064
24. HheadX_energy 0.019893
25. HrightX_energy 0.019311
26. HheadrotX_energy 0.018827
27. HrightZ_energy 0.018250
28. CleftZ_energy 0.016768
29. HrighttrotZ_energy 0.016595
30. CheadrotX_energy 0.015293
31. HheadrotZ_energy 0.014973
32. CrighttrotX_energy 0.014682
33. ClefttrotZ_energy 0.014336
34. CeyeX_energy 0.014157
35. HleftX_energy 0.012728
36. HlefttrotZ_energy 0.012721
37. CrightX_energy 0.012091
38. HheadrotY_energy 0.011525
39. CheadrotZ_energy 0.008905
40. HeyedirectionY_energy 0.008160
41. CeyedirectionZ_energy 0.007293
42. HlefttrotY_energy 0.006886
43. CeyedirectionY_energy 0.006821
44. HeyedirectionZ_energy 0.006141
45. HrighttrotY_energy 0.005865

46. CeyedirectionX_energy 0.003975
47. HeyeX_energy 0.003186
48. HeyedirectionX_energy 0.002067

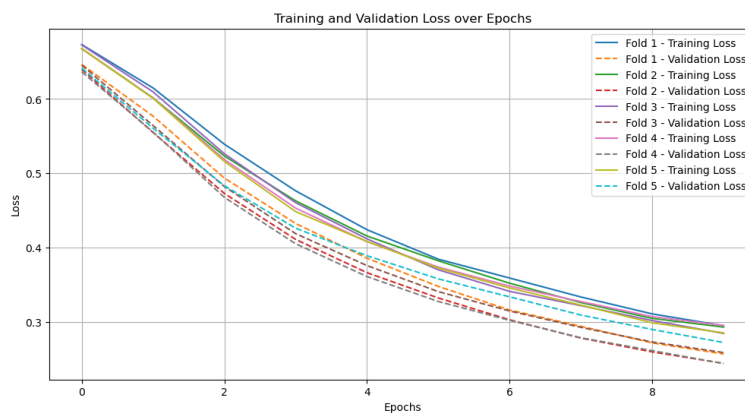
Appendix 3

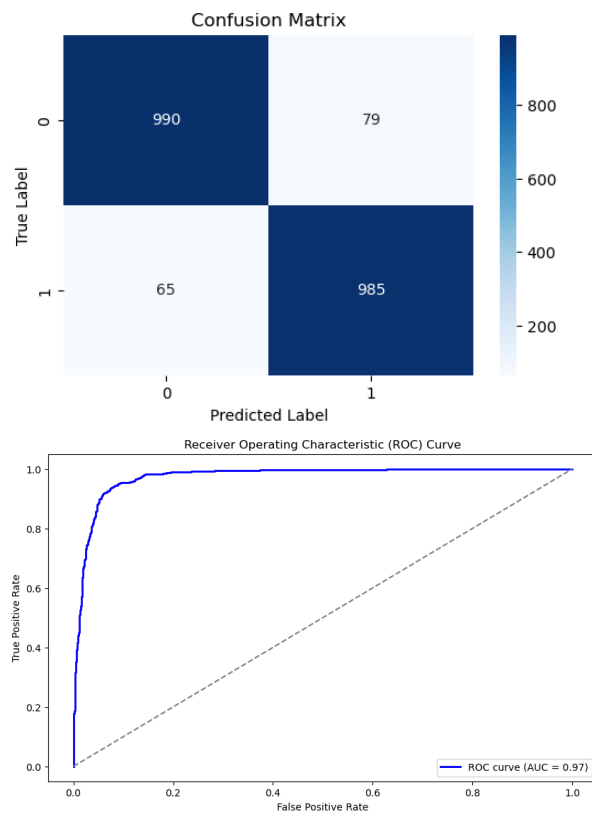
LSTM results

Top 10 most important features from the results of their loss when each feature is removed

1. CheadZ_energy: 0.1642
2. CeyeZ_energy: 0.1449
3. HeyeZ_energy: 0.0977
4. CeyeY_energy: 0.0882
5. CheadY_energy: 0.0807
6. HheadZ_energy: 0.0637
7. HheadY_energy: 0.0500
8. HeyeY_energy: 0.0439
9. CeyeX_energy: 0.0425
10. HheadX_energy: 0.0368

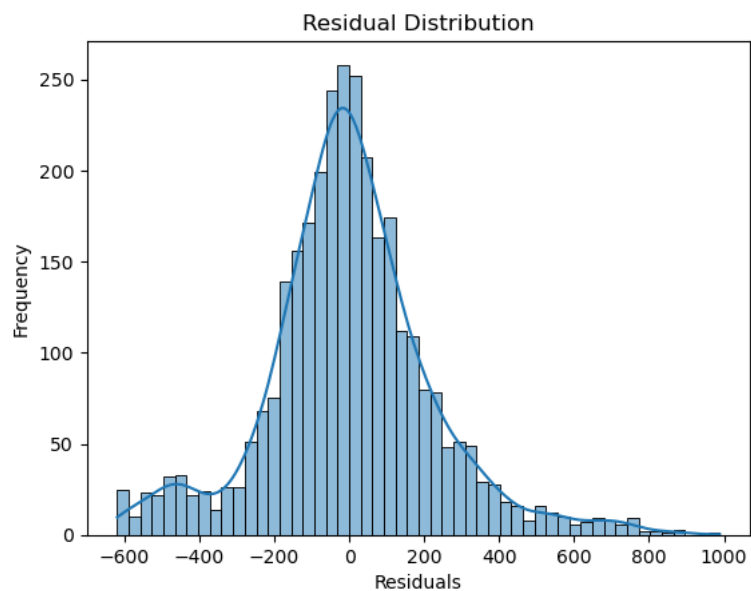
LSTM Analysis Head Sensor Data Final Model Details





Appendix 4

DTW data distribution



Appendix 5

Parameter estimates of Mediated analysis

Parameter estimates ▼

Direct effects ▼

						95% Confidence Interval		
						Lower	Upper	
			Std. estimate	Std. error	z-value	p		
Bot_Head_H	→	JointEffect_H	−0.339	0.194	−1.751	0.080	−0.719	0.040
Bot_Head_L	→	JointEffect_H	0.433	0.178	2.434	0.015	0.084	0.782
Head_L	→	JointEffect_H	−0.150	0.283	−0.529	0.597	−0.704	0.405
Head_H	→	JointEffect_H	0.601	0.318	1.888	0.059	−0.023	1.225
Bot_Head_H	→	JointEffect_L	−0.419	0.163	−2.576	0.010	−0.738	−0.100
Bot_Head_L	→	JointEffect_L	0.481	0.168	2.864	0.004	0.152	0.810
Head_L	→	JointEffect_L	−0.453	0.266	−1.705	0.088	−0.974	0.068
Head_H	→	JointEffect_L	0.750	0.264	2.838	0.005	0.232	1.267

Note. Estimator is ML.

Indirect effects

								95% Confidence Interval		
								Lower	Upper	
				Std. estimate	Std. error	z-value	p			
Bot_Head_H	→	GameProb_L	→	JointEffect_H	0.086	0.146	0.588	0.556	−0.200	0.372
Bot_Head_H	→	GameProb_H	→	JointEffect_H	0.026	0.055	0.467	0.640	−0.082	0.134
Bot_Head_L	→	GameProb_L	→	JointEffect_H	−0.224	0.179	−1.255	0.210	−0.574	0.126
Bot_Head_L	→	GameProb_H	→	JointEffect_H	0.077	0.095	0.812	0.417	−0.109	0.262
Head_L	→	GameProb_L	→	JointEffect_H	0.216	0.195	1.107	0.268	−0.167	0.599
Head_L	→	GameProb_H	→	JointEffect_H	−0.112	0.127	−0.883	0.377	−0.361	0.137
Head_H	→	GameProb_L	→	JointEffect_H	−0.218	0.199	−1.095	0.274	−0.609	0.173
Head_H	→	GameProb_H	→	JointEffect_H	0.096	0.109	0.888	0.375	−0.117	0.310
Bot_Head_H	→	GameProb_L	→	JointEffect_L	0.102	0.152	0.675	0.500	−0.195	0.399
Bot_Head_H	→	GameProb_H	→	JointEffect_L	0.030	0.065	0.465	0.642	−0.097	0.157
Bot_Head_L	→	GameProb_L	→	JointEffect_L	−0.267	0.135	−1.981	0.048	−0.531	−0.003
Bot_Head_L	→	GameProb_H	→	JointEffect_L	0.090	0.097	0.925	0.355	−0.100	0.280
Head_L	→	GameProb_L	→	JointEffect_L	0.258	0.171	1.504	0.133	−0.078	0.593
Head_L	→	GameProb_H	→	JointEffect_L	−0.131	0.123	−1.069	0.285	−0.371	0.109
Head_H	→	GameProb_L	→	JointEffect_L	−0.260	0.179	−1.450	0.147	−0.612	0.091
Head_H	→	GameProb_H	→	JointEffect_L	0.113	0.111	1.019	0.308	−0.104	0.330

Note. Estimator is ML.

Total effects

							95% Confidence Interval	
							Lower	Upper
			Std. estimate	Std. error	z-value	p		
Bot_Head_H	→	JointEffect_H	−0.228	0.138	−1.647	0.100	−0.499	0.043
Bot_Head_L	→	JointEffect_H	0.286	0.177	1.619	0.105	−0.060	0.632
Head_L	→	JointEffect_H	−0.046	0.290	−0.158	0.875	−0.614	0.523
Head_H	→	JointEffect_H	0.479	0.349	1.372	0.170	−0.206	1.164
Bot_Head_H	→	JointEffect_L	−0.287	0.136	−2.103	0.035	−0.554	−0.020
Bot_Head_L	→	JointEffect_L	0.303	0.169	1.799	0.072	−0.027	0.634
Head_L	→	JointEffect_L	−0.327	0.261	−1.251	0.211	−0.838	0.185
Head_H	→	JointEffect_L	0.602	0.298	2.022	0.043	0.019	1.186

Note. Estimator is ML.

Path plot

