

**Table 1.***Coding Scheme*

<b>Code</b>	<b>Definition</b>
Characters	A character initiates an action and has agency
Character Roles	Protagonist/main; antagonist, secondary characters (i.e., integral to plot, but not main character), tertiary characters (i.e., background characters)
Objects	Non-characters; no agency
Action	Actions of a panel
Scene	The place depicted in the panel; as specific as can tell from the image
Scene Change	If there is a new place depicted in a panel from the last panel
Time	Day/night/morning/evening - as specific as can tell from image
Time Change	If there is a distinct change in time depicted in a panel from the last panel

Note: Scene Change and Time Change were coded dichotomously, 0 for change not present, 1 for presence of a change.

**Table 2.***Cohesion Measures by Story*

	Character Overlap	Object Overlap	Action Overlap	Scene Change	Time Change
<i>Amazing Spider-Man</i>	.897	1.103	.276	.241	.138
<i>Captain America</i>	1.133	.867	.133	.167	.033
<i>Hulk</i>	.936	.581	.129	.323	0.000
<i>Thor</i>	1.035	.897	.103	.172	.069

Note: Overlap is the average overlap between adjacent panels (e.g., panel 1 to panel 2 and panel 2 to panel 3, etc.) by the number of panels in the story. Change is how often a change occurs in scene or time divided by the number of panels in the story.

**Table 3.***Means, standard deviations, and correlations with confidence intervals*

Variable	<i>M</i>	<i>SD</i>	1	2	3	4	5	6	7	8
1. PARTICIPANT	102 9.9 2	16.83								
2. CHARACTER OVERLAP	1.0 0	0.09	-.03 [-.23, .17]							
3. OBJECT OVERLAP	0.8 7	0.19	-.05 [-.25, .15]	-.10 [-.29, .10]						
4. ACTION OVERLAP	0.1 6	0.07	-.06 [-.26, .14]	-.64** [-.75, -.51]	.68** [.56, .78]					
5. SCENE CHANGE	0.2 3	0.06	.03 [-.17, .23]	-.75** [-.82, -.64]	-.53** [-.66, -.37]	.22* [.02, .40]				
6. TIME CHANGE	0.0 6	0.05	-.03 [-.23, .17]	-.41** [-.56, -.22]	.95** [.92, .96]	.79** [.71, .86]	-.27** [-.45, -.07]			
7. TEXTBASE RECALL	9.5 9	6.25	.14 [-.07, .33]	-.13 [-.32, .08]	.00 [-.20, .20]	.14 [-.06, .33]	.14 [-.06, .33]	.03 [-.17, .23]		
8. SITUATION MODEL RECALL	14. 09	6.35	.13 [-.07, .32]	.11 [-.10, .30]	-.03 [-.23, .17]	-.00 [-.20, .20]	-.02 [-.22, .18]	-.07 [-.27, .13]	.44** [.26, .59]	
9. TOTAL RECALL	23. 69	10.69	.15 [-.05, .34]	-.01 [-.21, .19]	-.02 [-.22, .19]	.08 [-.12, .28]	.07 [-.13, .27]	-.03 [-.22, .18]	.85** [.78, .89]	.85** [.78, .90]

*Note.* *M* and *SD* are used to represent mean and standard deviation, respectively. Values in square brackets indicate the 95% confidence interval for each correlation. The confidence interval is a plausible range of population correlations that could have caused the sample correlation (Cumming, 2014). \* indicates  $p < .05$ . \*\* indicates  $p < .01$ .

**Table 4.***Multiple Regression Analyses*

<i>Predictors</i>	TEXTBASE RECALL			SITUATION MODEL RECALL			TOTAL RECALL		
	<i>Estimates</i>	<i>CI</i>	<i>p</i>	<i>Estimates</i>	<i>CI</i>	<i>p</i>	<i>Estimates</i>	<i>CI</i>	<i>p</i>
(Intercept)	19.17	1.49 – 36.85	<b>0.034</b>	10.24	- 13.34 – 33.81	0.391	30.04	-9.85 – 69.94	0.138
CHARACTER OVERLAP	-8.81	- 24.56 – 6.94	0.269	6.19	- 14.84 – 27.23	0.560	-2.76	- 38.35 – 32.83	0.878
OBJECT OVERLAP	-0.95	-8.50 – 6.61	0.804	-2.54	-12.72 – 7.63	0.621	-4.02	- 21.30 – 13.26	0.645
<b>Random Effects</b>									
$\sigma^2$	12.77			20.05			38.88		
$\tau_{00}$	25.46	PARTICIPANT		20.48	PARTICIPANT		74.76	PARTICIPANT	
	1.27	STORY		2.54	STORY		8.24	STORY	
ICC	0.68			0.53			0.68		
N	48	PARTICIPANT		48	PARTICIPANT		48	PARTICIPANT	
	4	STORY		4	STORY		4	STORY	
Observations	96			96			96		
Marginal R <sup>2</sup> / Conditional R <sup>2</sup>	0.016 / 0.682			0.013 / 0.541			0.005 / 0.683		