Supplementary File

Intervention Session Content

Game Name	Description
Modeling Emotional Expressions (MODEL)	SAM introduces the target emotional facial expressions by modeling and labeling each emotion.
Expression Matching: Schematic Drawings (MATCH-D)	SAM models and labels an emotion, and the child is asked to choose the matching emotional facial expression from an array of six schematic drawings on the tablet [46].
Expression Matching: Face Photos (MATCH-F)	SAM models and labels an emotion, and the child is asked to choose the matching emotional facial expression from an array of six black and white photos of human emotional facial expressions on the tablet [47].
Recognizing Change in Expression (CHANGE)	SAM introduces a brief social scenario designed to elicit a specific emotion. These social scenarios were developed by the STAR Lab and were validated in typically developing adults and children with high accuracy [39]. SAM models and labels the target emotion following the vignette, and after a five-second delay, SAM models and labels another emotion. The child is asked to choose whether the emotion has changed.
Inferring Emotion (INFER)	SAM recites the same scenarios and does not model or label the corresponding emotion. The child is then asked to identify the correct emotion that applies to the story.

Table 4: Game descriptions.   Descriptions adapted from Koch [39].

Session	Content	Length
1	MODEL (6 trials)	15 minutes
	MATCH-D (12 trials)	
	MATCH-F (12 trials)	
2	MODEL (6 trials)	15 minutes
	MATCH-D (24 trials)	
3	MODEL (6 trials)	15 minutes
	MATCH-F (24 trials)	
4	MODEL (6 trials)	25 minutes
	CHANGE (12 trials)	
	INFER (12 trials)	
5	MODEL (6 trials)	25 minutes
	CHANGE (24 trials)	
6	MODEL (6 trials)	25 minutes
	INFER (24 trials)	
7	MODEL (6 trials)	20 minutes
	MATCH-D (6 trials)	
	MATCH-F (6 trials)	
	CHANGE (6 trials)	
	INFER (6 trials)	
8	MODEL (6 trials)	15 minutes
	MATCH-D (12 trials)	
	MATCH-F (12 trials)	

Table 5: Intervention program session content and length.
Table adapted with permission from [39].