

The 16 links show 60 video stimuli in four mode conditions and four orders. The 60 stimuli are composed of 30 critical and 30 filler items. The four language modes are as follows: de=German monolingual mode, fr=French monolingual mode, bide=German bilingual mode, bifr= French bilingual mode. In the monolingual modes, participants are asked to describe all the stimuli in the respective language. In the German bilingual mode, critical items are described in German, filler items in French. In the French bilingual mode, critical items are described in French, filler items in German.

The critical items display self-propelled motion events with the figure moving in a specific manner and covering a specific path. The manner of motion of the 30 critical items is always of a different type. Five unidirectional path types are included: *up*, *down*, *across*, *out* and *in*. Fillers are implemented as an inherent part of the research design to distract participants from the research aims and prevent them from using the same constructions and verb types. Thus, they are supposed to establish a bilingual mode by trying to activate the non-target language to the same degree as the language used to describe the critical stimuli. The scenes for the filler items are adopted from the caused-motion domain and never showed intransitive motion events. The aim is therefore to prevent participants from activating the same constructions and verb types used in the critical stimuli. The motion types of the filler stimuli focus on placement events, of which German displays at least three types: *setzen* 'to put sitting', *legen* 'to put lying', *stellen* 'to put standing' that can be translated into the verbs *mettre* or *poser* in French. The 30 filler video clips are designed to display the canonical position and dimensionality of 10 *setzen*-types, 10 *legen*-types and 10 *stellen*-types.

The stimuli are presented in four different orders in a randomized block design. The 60 video clips are divided into ten blocks of three filler items and three critical items each. Theoretically, this design allows no more than six filler or critical items to be presented sequentially (e.g. three filler items at the end of one block and three filler items at the beginning of the next block). In the blocks, critical items are placed with different path types and filler items for each of the three (German) caused motion types (i.e. *setzen*, *stellen* and *legen*). Inside each block, the items are distributed randomly.

There are two orders in which blocks are assigned semi-randomly, i.e. it is paid attention that the blocks in the two orders did not show repeating patterns. The third and fourth orders show the reversed block arrangement, i.e. starting with the blocks that are placed at the end of the first and second orders and ending with their starting blocks, resulting in a total of four different orders.

Participants are asked to describe the items by answering the question "Was passiert?" or "Qu'est-ce qui se passe?".

To play or pause the clip, press the spacebar.