

Macro category	Nested category	Nested category description	Examples (with concrete and abstract instances)	Counter examples (with concrete and abstract instances, if applicable and relevant) and their correct coding
Concept properties (E) Properties of a concrete or an abstract entity	Perceptual properties (E-perc)	Sensory properties of the concept, including visual features, smell, sound, texture, taste.	Seagull-white Seaweed-slimy Turtle-hard Fruit-sweet Icecream-cold <i>No examples with abstract concepts</i>	Situation-sticky (I-eval)
	Non-perceptual properties (E-sys)	A global (objective) systemic property of an entity or its parts, including states, conditions, abilities, traits.	Plastic spoon-cheap President-important Purpose-necessary Kid-development Rank-high	Swan-beautiful (I-eval) Sweater-comfortable (I-eval) Toy-fun (I-eval)
	Components, materials and substances (E-comp)	Features that define external and internal components of a concept, as well as its material or substance (signals: <concept> has, is made of, it constitutes of <feature>)	Airplane-wings Airplane-engine Pen-metal Air-oxygen Knowledge-facts Explanation-details Time-hours	Bottle-water (S-obj) Finger-ring (S-obj) Gold-earrings (I-cont)
	Larger wholes, thematic larger wholes, and disciplines (E-whol)	A whole to which the entity belongs (<u>opposite of entity component</u>). Often this is quite abstract.	Breasts-woman Drain-sink Tree-nature Graph-math Tablet-technology School-education Building-architecture	Shopping cart-supermarket (S-loc) Plant-garden (S-loc)
	Entity behaviors (E-beh)	A typical or chronic behavior of an entity	Swan-swims Wheel-spinning Attitude-changes Provider-giving River-running	Army-protection (S-fun) Airplane-transportation (S-fun) Barcode-identification (S-fun)
Situation properties (S) Properties of a situation in which the concept is embedded	Objects (S-obj)	Objects and entities that appear in a situation together with the target concept.	Air-trees Appearance-makeup Brightness-eyes Bulldozer-dirt Idea-lightbulb Matches-candle Motion-planets	Yolk-egg (E-whol) World-oceans (E-comp)
	Participants (S-par)	Humans and animals associated with a situation in which the concept appears, but that do not have a direct taxonomic relation to the concept.	Mouthwash-dentist Newspaper-journalist War-enemies Country-people Explanation-teacher	Army-group of people (T-sup) President-Obama (T-sub)
	Actions (S-act)	An action performed by an agent in a situation where the target concept appears.	Alcohol-drinking Appearance-seeing Attention-looking Brightness-squinting	Airplane-fly (E-beh)

	Properties of contextual entities (S-other)	A physical state of a situation or any of its components (excluding the target concept).	Location-lost Jail-orange America-blue red white Coffee-tired Coke-red and white	Condition-testable (E-sys) Cookie-sweet (E-sys)
	Function (S-fun)	A quite abstract property that describes the typical goal or role that an entity serves for an agent (often human) in a given situation.	Tank-destruction Airplane-travel Matches-smoking Money-buying Shopping cart-shopping	Airplane-fly (E-beh)
	Locations, containers, and buildings (S-loc)	A place in a situation where the entity can be found. The entity can be also contained or placed on the surface of such location.	Radio-car Rhino-Africa School-building Coke-can Brightness-outside Clock-wall Judgment-court Knowledge-school Idea-brain	Tree-forest (E-whol) Air-nature (E-whol) Bomb-Hiroshima (S-time)
	Time and events (S-time)	A time period or an event associated with a situation. The relation can be coded as such describes when or in which circumstance the concept appears.	Sweater-winter Toy-Christmas Brightness-morning Possibility-future Jeep-adventure	<i>No counter examples</i>
Introspections (I) Properties of a subject's mental state as she reacts to a situation in terms of emotional responses or internal operations triggered by the mental simulation of the target concept	Evaluations (I-eval)	A clearly positive or negative evaluation of a situation or one of its components.	Swan-beautiful School-boring Sweater-comfortable Lion-majestic	Ice-cream-sweet (E-perc) Beggar-poor (E-sys) President-important (E-sys)
	Emotions (I-emo)	An affective or emotional state toward a situation or one of its components (focus on the perceiver, and on traditional emotional states; apply when the concept can make one feel x).	Dandelion-happy War-sad Maze-confusing	Bullet-death (I-cont) Cigarette-deadly (E-sys) Possibility-hope (I-cont)
	Contingencies and complex cognitive operations (I-cont)	A contingency or a cognitive operation that relates different aspects of a situation. Cognitive operations include conditional and causals (signals: if x then y, x enables y, x generates y, x produces y, x causes y, x becomes y, x underlies y, x depends on y, x is based upon y, x requires y, etc.) and explicit negations, if they do not fall under other categories. <u>Metaphorical and symbolic relations</u> between a feature and a concept are found here.	End-no more End-new beginning Skin-sunburn Success-power Trumpet-jazz Understanding-empathy Water-life Water-ice Body-self Bullet-violence Canvas-creativity Constraint-obstacle Door-opportunity Dot-end Dove-peace Elephant-Republican party Obstacle-challenge Organ-life	End-death (E-syn) <i>As found on dictionary</i>

			Time-clock Tree-life Yolk-cholesterol	
Taxonomic properties (T) Properties that identify categories in the taxonomy where the concept belongs (higher levels, lower levels or same level as the concept)	Synonyms, description and linguistic clues (T-syn)	A synonym of the target concept (<u>as found on dictionaries and thesauri</u>), or a short description of the concept verbalised at the same taxonomic level. Also, typical utterances that people say in a situation described by the target concept.	Place-where people meet Accumulation-gathering of things Carpet-rug Coke-Coca-Cola Condition-situation Consequence-effect Discussion-debate Possibility-could happen	Constraint-obstacle (I-cont) Doorway-opportunity (I-cont)
	Antonyms (T-ant)	An antonym of the concept, i.e. the relation between concept and feature must express a dual polarization with respect to one semantic trait. Typically this applies to adjectives or nouns derived from adjectives.	Hardness-softness Brightness-darkness	Man-woman (T-coor) Boy-girl (T-coor) Fork-knife (T-coor) Apple-not an orange (I-cont)
	Superordinates (T-sup)	A feature describing a category placed one or more levels above the target concept, in a taxonomy (is-a, is-a-kind-of).	Apple-fruit Crocodile-reptile America-country Army-military Attitude-behavior Drain-hole Explanation-description Opinion-idea Homeland-place Icecream-treat Idea-concept Maze-game	Building-architecture (E-whol) Tablet-technology (E-whol) Tree-nature (E-whol)
	Subordinates and instances (T-sub)	A feature describing a category placed one or more levels below the target concept, in a taxonomy (reversed is-a, is-a-kind-of). It can be very specific, to the point that it describes a unique individual or instance.	Body organ-lungs Organism-plant Organization-non profit Origin-birth Pen-quill Place-home Provider-healthcare Tablet-Ipad President-Obama Gorilla-King Kong Mouthwash-Listerine Accumulation-of snow	Rubbish-paper (E-comp) Tree-fruit (E-comp) Air-oxygen (E-comp) Body-skin (E-comp)
	Coordinate (T-coor)	A feature describing a category that shares the same <u>direct</u> superordinate with the target concept, in a taxonomy.	Pepper-salt Tablet-laptop Yolk-egg white Zebra-horse Gold-silver	Bread-butter (S-obj) Cigarette-lighter (S-obj)