

Supplementary Information

Table 1: Experimental tasks and questionnaires administered in five CID-cohorts targeting one of the skills underlying social competence. For a description of the tasks or questionnaires in each of the cohorts, see the individual references on the cohorts below.

SOCIAL COMPETENCE SKILLS	CID COHORTS				
	GEN R	L-CID	RADAR	TRAILS	YOUTH
SOCIAL ENCODING	PCI ^{BT} {3}	PCI ^{BT} {3-7; 7-13}	ESCS ^{BT} {2} PCI ^{BT} {12-16}	ESCS ^{BT} {2.5} PCI ^{BT} {0.25; 2.5; 4.5} ANT Face Recognition CT {11} ANT Identification of Facial Emotions ^{CT} {11} CSBQ ^Q {11; 13; 16}	Face-House EEG {0-7} MRI {8-16} Face pop out ET {0-7} PCI ^{BT} {0-7} {8-16} Emotion recognition (PENN) ^{CT} {8-16} Face emotion EEG {1-7} MRI {8-16} Social Gaze ET {0-7} {8-16}
SOCIAL PROBLEM SOLVING	PCI ^{BT} {3; 10} Berkeley Puppet Interview ^{BT} {6} PEERS ^{CT} {7-8} Donating task ^{BT} {8} Prosocial Cyberball Task ^{CT} {8; 10} Friendship quality Q {10}	PCI ^{BT} {3-7; 7-13} Donating task BT {3-7; 7-13} Prosocial owl task ^{CT} {3-7} Prosocial Cyberball Task MRI {7-8; 9-10; 11-12} CT {8-9; 10-11; 12-13}	ESCS ^{BT} {2} PCI ^{BT} {2} Conflict Resolution Styles Inventory * Q {c: 12-27; p: 12-18; f: 12-18; i: 18-27}	ESCS ^{BT} {2.5} Erickson Scales BT {2.5} Etch-a-Sketch BT {4.5} ASQ ^Q {2.5} Prosocial behavior (ITSEA/SDQ) ^Q {2.5; 4.5} CBCL/YSR Social Problems scale ^Q {11; 13; 16}	PCI ^{BT} {0-7} {8-16} Trust game CT {8-16} Prosocial Cyberball Task ^{CT} {8-16}
EMOTION REGULATION	CAMPIS-SF BT {0.5; 1.2; 2} IBQ-R ^Q {0.5} PCI ^{BT} {1.2} Delay Gratification BT {3} Inhibition ^Q {3; 13} CBQ-VSF ^Q {6} CEMS ^Q {6; 10} Inhibition task ^{BT} {6; 8; 13} Lying/honesty task MRI {8} Gambling task ^{CT} {10} Ultimatum game ^{CT} {1}	Cheating task ^{BT} {3-4; 8-9} CT {7-8; 9-10} Delay Discounting ^{CT} {7-13} Delay Gratification ^{BT} {4-6; 7-10} CBQ/EATQ ^Q {3-7} Social aggression task ^{CT} {8-9; 8-13} EEG {4-6} MRI {7-8; 7- 12}	DERS ^q ; {12-20} Daily mood device ^q ; {12-221} Delay Gratification BT {2}	Delay Gratification ^{BT} {2.5; 4.5} IBQ/ECBQ/CBQ ^Q {0.25; 2.5; 4.5} PCI ^{BT} {2.5; 4.5} Etch-a-Sketch ^{BT} {4.5} EATQ ^Q {11, 16} SSRS ^Q {11}	Delay Discounting CT {8-16} Delay Gratification BT {2-7} IBQ/CBQ/EATQ ^Q {0-7} {8-16} PCI ^{BT} {0-7} {8-16}

COMMUNICATION	N-CDI ^{CT} {1.5} LDS ^Q {2.5} TVK ^Q {6} WISC-V – vocabulary ^{BT} {13}	PCI ^{BT} {3-7; 7-13}	ESCS ^{BT} {2} PCI ^{BT} {12-16}	ESCS ^{BT} {2.5} PCI ^{BT} {2.5; 4.5} ASQ ^Q {2.5} DB-DOS ^{BT} {4.5} EATQ ^Q {11, 16} Revised Class Play ^Q {11} SSRS ^Q {11} CSBQ ^Q {11; 13; 16}	LWL ^{ET} {2-4} N-CDI ^Q {1-4} PCI ^{BT} {0-7} {8-16} PPVT ^{CT} {R3; R6; R9-R15} ASQ-SE ^Q {0-4} CELF ^Q {2-7; 8-16}
EMPATHY	My Child ^Q {6} ICU ^Q {10}	MyChild ^Q {4-7} {7-13} Sally-Ann task ^{BT} {4-7} IRI ^Q {11;12}1	IRI ^Q {12-27} Empathy tasks ^{BT} {16}	ITSEA ^Q {2.5} Prosocial Behavior ^Q {11; 13; 16} CSBQ ^Q {11; 13; 16}	ToM battery ^{BT} {5-7} ITSEA ^Q {2-3} ** SDQ ^Q {2-7; 8-16} IRI ^Q {2-7; 8-16}

Notes:

Cohorts: Gen R = Generation R (Kooijman et al., 2016); L-CID = Leiden Consortium on Individual Development (Crone et al., this issue); RADAR = Research on Adolescent Development and Relationships (Branje & Meeus, 2018; Crocetti, Branje, Rubini, Koot, & Meeus, 2017); TRAILS = Tracking Adolescents' Individual Lives' Survey (Ormel et al., 2012); YOUth = Youth of Utrecht (Onland-Moret et al., this issue).

BT = behavioral task; CT = Computer task; EEG = EEG task; ET = eye tracking task; MRI = task in MRI scanner; Q= questionnaire. PCI = parent-child interaction. * with different raters; ** Not all measures are available for the full cohort.

The values between {} refer to the ages sampled in years.

References:

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