

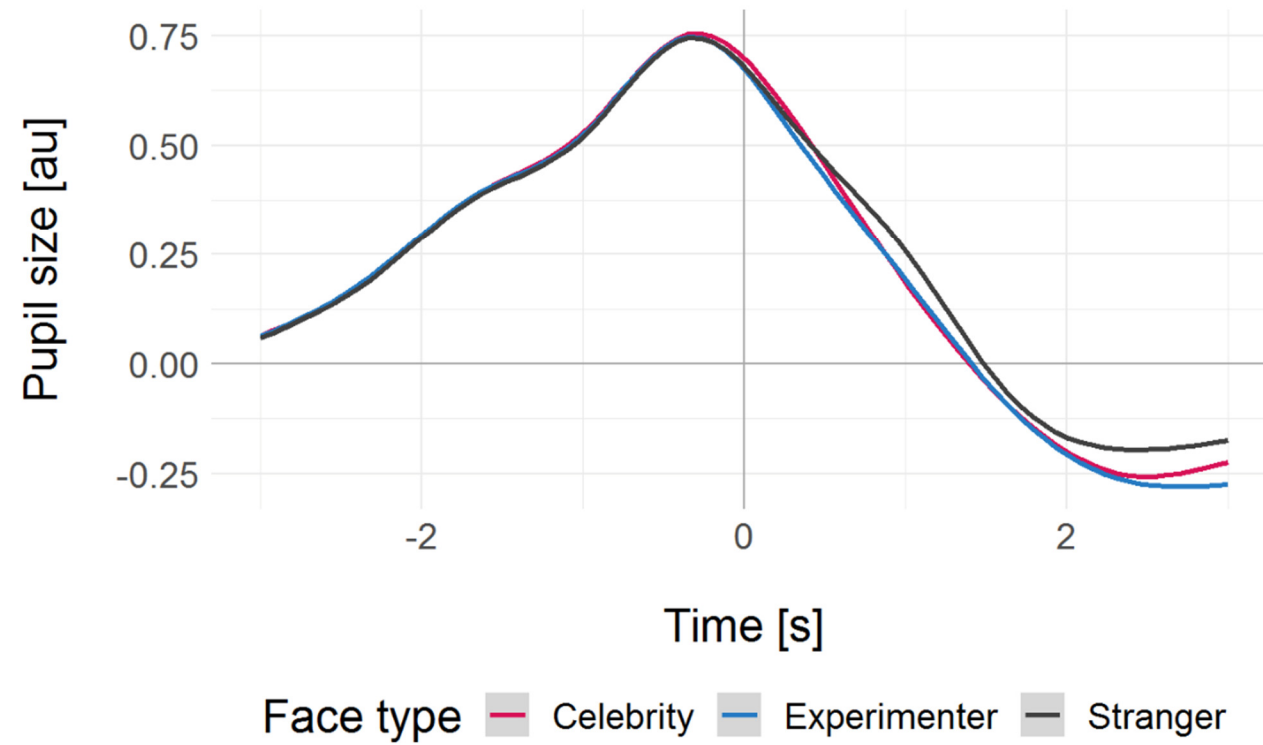
Supplementary Materials to:

## Pupillary Responses to Faces are Modulated by Familiarity and Rewarding Context

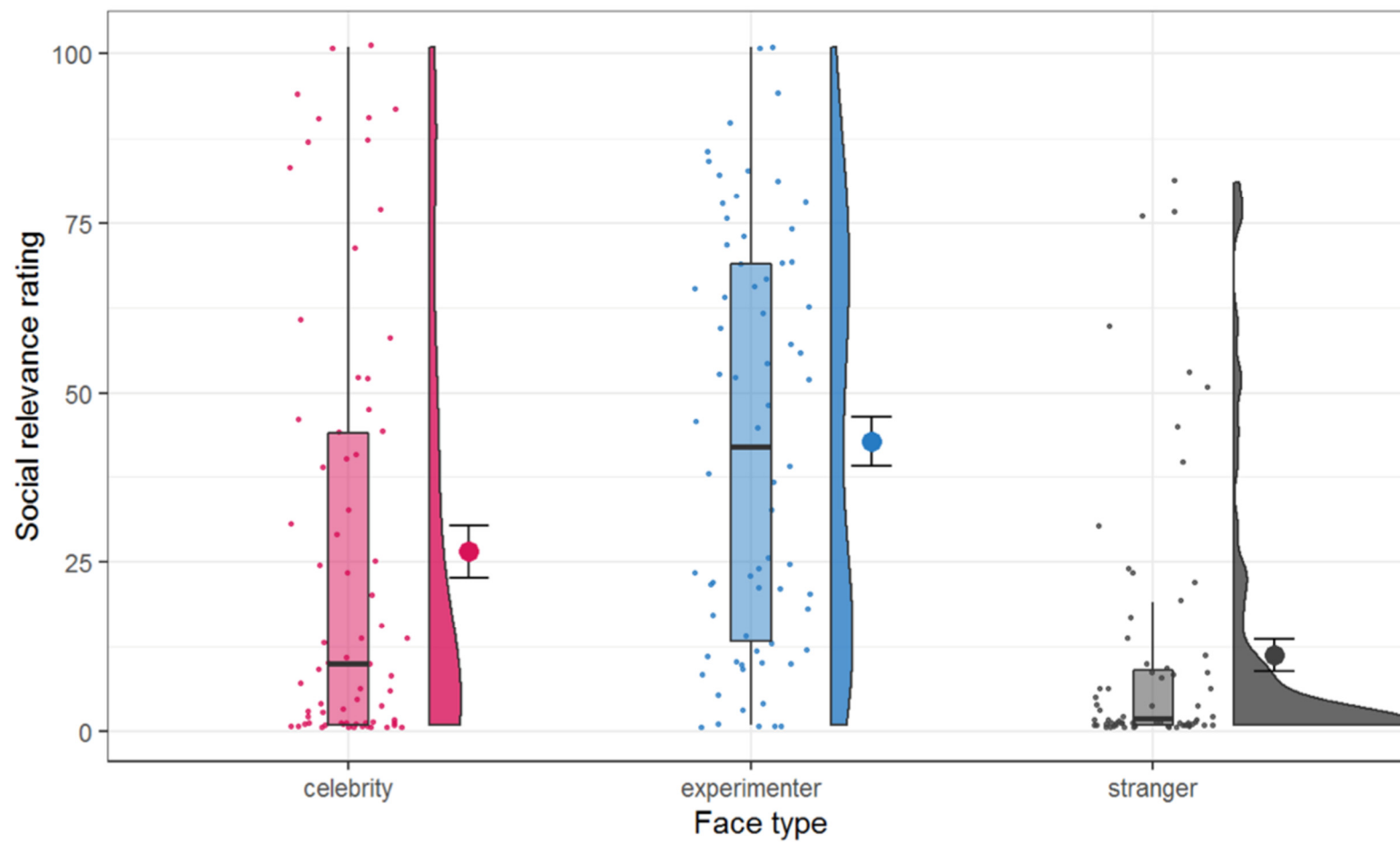
Magdalena Matyjek <sup>1,2,\*</sup>, Mareike Bayer <sup>1,2</sup> and Isabel Dziobek <sup>1,2</sup>

**Table S1. Pairwise comparisons for the effect of face type on the subject ratings of reward value in both tasks (with Holm correction).**

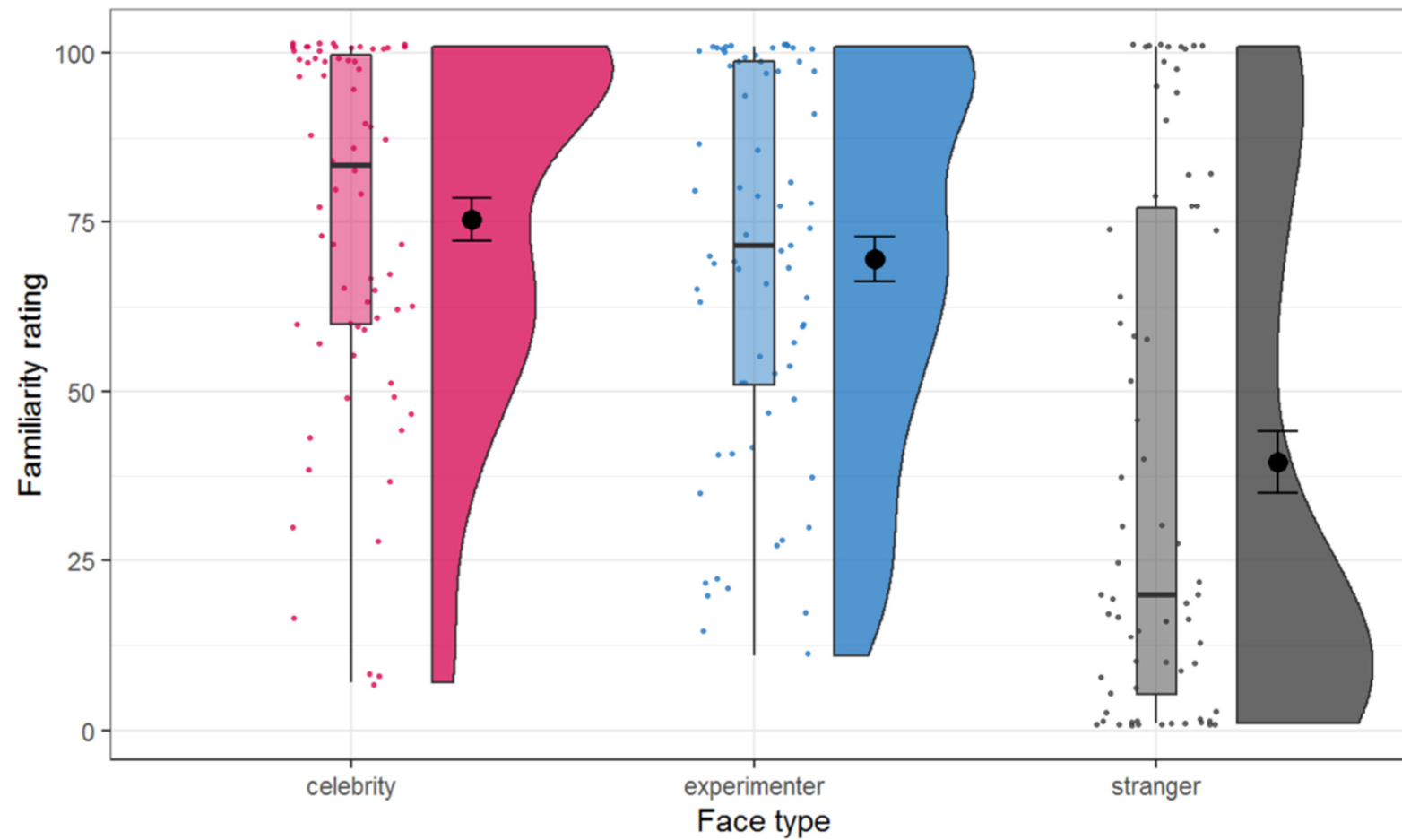
Contrast	Est.	Std. Error	z value	p value
celebrity.Game - stranger.Game	10.114	4.298	2.353	0.129
celebrity.Passive_task - celebrity.Game	-12.014	3.959	-3.035	0.019
celebrity.Passive_task - stranger.Passive_task	-26.886	4.298	-6.255	0.000
experimenter.Game - celebrity.Game	20.714	4.771	4.342	0.000
experimenter.Game - stranger.Game	30.829	4.112	7.497	0.000
experimenter.Passive_task - celebrity.Passive_task	-3.186	4.771	-0.668	0.979
experimenter.Passive_task - experimenter.Game	-35.914	3.959	-9.072	0.000
experimenter.Passive_task - stranger.Passive_task	-30.071	4.112	-7.313	0.000
stranger.Passive_task - stranger.Game	24.986	3.959	6.312	0.000



**Figure S1. Plot of the pupillary responses across face types in the game - time-locked to the onset of the face presentation.**



**Figure S2. Subjective ratings of feedback's social relevance in the game and the passive task.** The plot portraits: raw data points, boxplot, violin plot, and means with error bars marking standard deviation.



**Figure S3. Subjective ratings of feedback's familiarity in the game and the passive task.** The plot portrays: raw data points, boxplot, violin plot, and means with error bars marking standard deviation.