Table S1. Linear Regression Predicting What Makes an Interaction Meaningful, Including Interaction Terms for Which Prompt People Saw.

		B	SE B
Interaction partner	Strong tie	.16	.10
	Community tie	-.01	.11
	Work tie	-.03	.10
	Weak tie	-.16#	.09
	Number of interaction partners	.03	.03
Activity	Conversing	.10	.08
	Eating	.08	.09
	Listening to music	-.06	.11
	Studying	.23*	.11
	Celebrating	.20#	.11
	Exercising	.14	.11
	Other activities	.36***	.09
Planned		.31***	.09
Memorialized		.12	.10
Communication medium	Phone/Voice call	.19	.12
	Video call	.05	.16
	Text message/Instant message/SMS	.07	.12
	In Person	-.16	.10
	Email	.08	.15
	Mail	-.23	.20
	Social media/social network site	-.05	.11
	Other	-.05	.16
Synchronicity		.19*	.10
Prompt		.40***	.10
Men		-.14***	.03
Age (30-44 omitted)	13-17 years old	.03	.04
	18-29 years old	-.12**	.05
	45-64 years old	.16***	.04
	65+ years old	.17*	.07
Has a child under 18		.07#	.04
Internet use daily		.11*	.04
Country (US omitted)	India	.09*	.04
	Japan	.08*	.04
Interaction partner	Strong tie * prompt	.01	.07
	Community tie * prompt	.08	.08

	Work tie * prompt	-.06	.07
	Weak tie * prompt	.09	.07
	Number of interaction partners * prompt	-.02	.02
Activity	Conversing * prompt	.03	.06
	Eating * prompt	-.01	.06
	Listening to music * prompt	.08	.08
	Studying * prompt	-.08	.07
	Celebrating * prompt	-.04	.08
	Exercising * prompt	-.04	.08
	Other activities * prompt	-.19**	.06
Planned * prompt		-.11#	.06
Memorialized * prompt		-.04	.07
Communication medium	Phone/Voice call * prompt	-.12	.09
	Video call * prompt	-.05	.11
	Text message/Instant message/SMS * prompt	-.02	.09
	In Person * prompt	.09	.07
	Email * prompt	-.05	.11
	Mail * prompt	.17	.15
	Social media/social network site * prompt	.06	.08
	Other * prompt	-.06	.11
Synchronicity * prompt		-.04	.07
Intercept		2.94***	.15
Adjusted R2			.11

< .1.* p < .05. ** p < .01. *** p < .001.

Table S2. Codebook for What are Meaningful Social Interactions in Today's Technology-Mediated World?

Theme		Description	Codes	Example of code present
Codes				
People		The person describes an individual as part of the interaction.	2 = survey response acknowledged person and linked person with meaningfulness 1 = survey response acknowledged person, but made no link with meaningfulness 0 = person not referenced at all	*"It was with my mom and I love her." (code 2)*
Activities		The person describes an activity, interest, topic, or experience as part of the interaction.	2 = survey response acknowledged activity and linked activity with meaningfulness 1 = survey response acknowledged activity, but made no link with meaningfulness 0 = activity not referenced at all	*"Playing games on line with friends…I was doing some thin[g]I like." (code 2)*
Impact	Impact (Overall)	The person describes having experienced impact or lack of impact.	1 = survey response acknowledged interaction led to impact, such as a change in something like emotions, information, or something more tangible 0 = impact not referenced at all -1 = survey response acknowledged that the interaction lacked impact, such as a lack of change in something like emotions, information, or something more tangible (e.g., mundane, trivial, small, repetitive, basic)	*"Talked to the lady at the gas station…Just killing time." (code -1)*

Emotional Impact	The person describes the interaction as leading to emotions such as empathy, sadness, authenticity, or love. As a result, they felt different or their relationship changed.	3 = survey response acknowledged interaction led to negative emotional impact 2 = survey response acknowledged interaction led to both positive and negative emotional impact 1 = survey response acknowledged interaction led to positive emotional impact 0 = emotional impact not referenced at all -1 = survey response acknowledged that the interaction lacked emotional impact	*"A co-worker asked if I would like to get together out of the blue…It made me feel good about myself and the relationship between me and the other person." (code 1)*
Informational Impact	The person describes the interaction as teaching, advice-giving, disclosing, discussing, or instructive so that they or someone else developed a better understanding of something.	1 = survey response acknowledged interaction led to informational impact 0 = informational impact not referenced at all -1 = survey response acknowledged that the interaction lacked informational impact	*"Meeting with the Language experts…[it] added knowledge and new dimensions to the subject." (code 1)*
Tangible Impact	The person describes the interaction as providing goods or services so that they or someone else gained something physically in life.	1 = survey response acknowledged interaction led to tangible impact 0 = tangible impact not referenced at all -1 = survey response acknowledged that the interaction lacked tangible impact	*"I met with my scheduler and a new client to accustom him to my being his caretaker… I could help this client maintain his life at home instead of having to move to a care facility." (code 1)*