Meta-analyses support a taxonomic model for representations of different categories of audio-visual interaction events in the human brain

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Updated Dec 30, 2020

Key words: multisensory integration, categorical perception, sensory-semantic categories; embodied cognition, neuroimaging

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3 Figures (1 color), 14 Tables, Online Materials

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Abstract

Our ability to perceive meaningful action events involving objects, people and other animate agents is characterized in part by an interplay of visual and auditory sensory processing and their cross-modal interactions. However, this multisensory ability can be altered or dysfunctional in some hearing and sighted individuals, and in some clinical populations. The present meta-analysis sought to test current hypotheses regarding neurobiological architectures that may mediate audio-visual multisensory processing. Reported coordinates from 82 neuroimaging studies (137 experiments) that revealed some form of audio-visual interaction in discrete brain regions were compiled, converted to a common coordinate space, and then organized along specific categorical dimensions to generate activation likelihood estimate (ALE) brain maps and various contrasts of those derived maps. The results revealed brain regions (cortical “hubs”) preferentially involved in multisensory processing along different stimulus category dimensions, including (1) living versus non-living audio-visual events, (2) audio-visual events involving vocalizations versus actions by living sources, (3) emotionally valent events, and (4) dynamic-visual versus static-visual audio-visual stimuli. These meta-analysis results are discussed in the context of neurocomputational theories of semantic knowledge representations and perception, and the brain volumes of interest are available for download to facilitate data interpretation for future neuroimaging studies.
Introduction

The perception of different categories of visual (unisensory) object and action forms are known to differentially engage distinct brain regions or networks in neurotypical individuals, such as when observing or identifying faces, body parts, living things, houses, fruits and vegetables, and outdoor scenes, among other proposed categories (Caramazza & Mahon, 2003; Martin, 2007; Martin, Wiggs, Ungerleider, & Haxby, 1996; Tranel, Damasio, & Damasio, 1997). Distinct semantic categories of real world unisensory sound-producing events are also known or thought to recruit different brain networks, such as nonliving environmental and mechanical sounds (Lewis, Talkington, Tallaksen, & Frum, 2012), non-vocal action events produced by non-human animal sources (Engel, Frum, Puce, Walker, & Lewis, 2009; Lewis, Talkington, Puce, Engel, & Frum, 2011), as well as the more commonly studied categories of living things (especially human conspecifics) and vocalizations (notably speech) (Brefczynski-Lewis & Lewis, 2017; Dick et al., 2007; Goll, Crutch, & Warren, 2011; Saygin, Leech, & Dick, 2010; Trumpp, Kliese, Hoenig, Haarmeier, & Kiefer, 2013). Extending beyond unisensory category-specific percepts, the neurobiological representations of multisensory events are thought to develop based on complex combinations of sensory and sensory-motor information, with some dependence on differences with individual observers’ experiences throughout life, such as with handedness (Lewis, Phinney, Brefczynski-Lewis, & DeYoe, 2006). One may have varying experiences with, for instance, observing and hearing a construction worker hammering a nail, feeling a warm purring gray boots breed cat on a sofa. While watching television or a smart phone device one can readily accept the illusion that the synchronized audio (speakers) and video movements (the screen) are emanating from a single animate source, leading to stable,
unified multisensory percepts. Psychological literature indicates that perception of multisensory events can manifest as well-defined category-specific objects and action representations that build on past experiences (Martin, 2007; McClelland & Rogers, 2003; Miller, Nieder, Freedman, & Wallis, 2003; Rosch, 1973; Vygotsky, 1978).

However, the rules that may guide the organization of cortical network representations that mediate multisensory perception of real-world events, and whether any taxonomic organizations for such representations exist at a categorical level, remains unclear.

The ability to organize information to attain a sense of global coherence, meaningfulness, and possible intention behind every-day observable events may fail to fully or properly develop, as for some individuals with autism spectrum disorder (ASD) (Happe & Frith, 2006; Jolliffe & Baron-Cohen, 2000; Kouijzer, de Moor, Gerrits, Congedo, & van Schie, 2009; Marco, Hinkley, Hill, & Nagarajan, 2011; B. Pfeiffer, Clark, & Arbesman, 2018; B. A. Pfeiffer, Koenig, Kinnealey, Sheppard, & Henderson, 2011; Powers, Hillock, & Wallace, 2009; Ramot et al., 2017; Webster et al., 2020) and possibly for some individuals with various forms of schizophrenia (Cecere, Gross, & Thut, 2016; Roa Romero, Keil, Balz, Gallinat, & Senkowski, 2016; Straube, Green, Sass, & Kircher, 2014; Vanes et al., 2016). Additionally, brain damage, such as with stroke, has been reported to lead to deficits in multisensory processing (Van der Stoep, Van der Stigchel, Van Engelen, Biesbroek, & Nijboer, 2019). Thus, further understanding the organization of the multisensory brain has been becoming a topic of increasing clinical relevance.

At some processing stages or levels, the central nervous system is presumably “pre-wired” to readily develop an organized architecture that can rapidly and efficiently
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extract meaningfulness from multisensory events. This includes audio-visual event encoding and decoding that enables a deeper understanding of one’s environment, thereby conferring a survival advantage through improvements in perceived threat detection and in social communication (Donald, 1991; Hewes, 1973; Rilling, 2008; Robertson & Baron-Cohen, 2017). An understanding of multisensory neuronal processing mechanisms, however, may in many ways be better understood through models of semantic knowledge processing rather than models of bottom-up signal processing, which is prevalent in unisensory fields of literature. One set of theories behind semantic knowledge representation includes distributed-only views, wherein auditory, visual, tactile and other sensory-semantic systems are distributed neuroanatomically with additional task dependent representations or convergence-zones in cortex that link knowledge (A.R. Damasio, 1989; H. Damasio, Grabowski, Tranel, Hichwa, & Damasio, 1996; Ghazanfar & Schroeder, 2006; Languis & Miller, 1992; Martin, 2007; Tranel et al., 1997). A distributed-plus-hub view further posits the existence of additional task-independent representations (or “hubs”) that support the interactive activation of representations in all modalities, and for all semantic categories (Patterson, Nestor, & Rogers, 2007).

More recent neurocomputational theories of semantic knowledge learning entails a sensory-motor framework wherein action perception circuits (APCs) are formed through sensory experiences, which manifest as specific distributions across cortical areas (Pulvermüller, 2013, 2018; Tomasello, Garagnani, Wennekers, & Pulvermüller, 2017). In this construct, combinatorial knowledge is thought to become organized by connections and dynamics between APCs, and cognitive processes can be modelled forthright. Such
models have helped to account for the common observation of cortical hubs or ‘connector hubs’ for semantic processing (A. R. Damasio, 1989; Sporns, Honey, & Kotter, 2007; van den Heuvel & Sporns, 2013), which may represent multimodal, supramodal, or amodal mechanisms for representing knowledge. From this connector hub theoretical perspective, it remains unclear whether or how different semantic categories of multisensory perceptual knowledge might be organized, potentially including semantic hubs that link, for instance, auditory and visual unisensory systems at a category level.

Here we addressed the issue of global neuronal organizations that mediate different aspects of audio-visual categorical perception using activation likelihood estimate (ALE) meta-analyses of a diverse range of published studies to date that reported audio-visual interactions of some sort in the human brain. We defined the term “interaction” to include measures of neuronal sensitivity to temporal and/or spatial correspondence, response facilitation or suppression, inverse effectiveness, an explicit comparison of information from different modalities that pertained to a distinct object, and cross-modal priming (Calvert & Lewis, 2004; Stein & Meredith, 1990; Stein & Wallace, 1996). These interaction effects were assessed in neurotypical adults (predominantly, if not exclusively, right-handed) using hemodynamic blood flow measures [functional magnetic resonance imaging (fMRI), or positron emission tomography (PET)] or magnetoencephalography (MEG) methodologies as whole brain neuroimaging techniques.

The resulting descriptive compilations and analytic contrasts of audio-visual interaction sites across different categories of audio-visual stimuli were intended to meet three main goals: The first goal was to reveal a global set of brain regions (cortical and
non-cortical) with significantly high probability of cross-sensory interaction processing regardless of variations in methods, stimuli, tasks, and experimental paradigms. The second goal was to validate and refine earlier multisensory processing concepts borne out of image-based meta-analyses of audio-visual interaction sites (Lewis, 2010) that used a subset of the paradigms included in the present study, but here taking advantage of coordinate-based meta-analyses and more rigorous statistical approaches now that additional audio-visual interaction studies have subsequently been published.

The third goal, as a special focus, was to test recent hypotheses regarding putative brain architectures mediating multisensory categorical perception that were derived from unisensory auditory object perception literature (Fig. 1), which encompassed theories to explain how real-world natural sounds are processed to be perceived as meaningful events to the observer (Brefczynski-Lewis & Lewis, 2017). This hearing perception model entailed four proposed tenets that may shape brain organizations for processing real-world natural sounds, helping to explain why certain category-preferential representations appear in the human brain (and perhaps more generally in the brains of all mammals with hearing ability). These tenets for hearing perception included: (A) parallel hierarchical pathways process increasing information content, (B) metamodal operators guide sensory and multisensory processing network organizations, (C) natural sounds are embodied when possible, and (D) categorical perception emerges in neurotypical listeners.

Figure 1 near here

After compiling the numerous multisensory human neuroimaging studies that employed different types of audio-visual stimuli, tasks, and imaging modalities, we
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sought to test three hypotheses relating to the above mentioned tenets and neurobiological model. The first two hypotheses effectively tested for support of the major taxonomic boundaries depicted in Figure 1: The first hypothesis being (1) that there will be a double-dissociation of brain systems for processing living versus non-living audio-visual events, and the second hypothesis (2) that there will be a double-dissociation for processing vocalizations versus action audio-visual events produced by living things. In the course of compiling neuroimaging literature, there was a clear divide between studies using static visual images (iconic representations) versus video with dynamic motion stimuli that corresponded with aspects of the auditory stimuli. The production of sound necessarily implies dynamic motion of some sort, which in many of the studies’ experimental paradigms also correlated with viewable object or agent movements. Thus, temporal and/or spatial intermodal invariant cues that physically correlate visual motion (“dynamic-visual”) with changes in acoustic energy are typically uniquely present in experimental paradigms using video (Bulkin & Groh, 2006; Lewkowicz, 2000; Stein & Meredith, 1993). Conversely, static or iconic visual stimuli (“static-visual”) must be learned to be associated and semantically congruent with characteristic sounds, and with varying degrees of arbitrariness. Thus, a third hypothesis emerged (3) that the processing of audio-visual stimuli that entailed dynamic-visual motion stimuli versus static-visual stimuli will also reveal a double-dissociation of cortical processing pathways in the multisensory brain. The identification and characterization of any of these hypothesized neurobiological processing categories at a meta-analysis level would newly inform neurocognitive theories, specifying regions or network hubs where certain types of information may merge or in some way interact across sensory systems at a semantic
category level. Thus, the resulting ALE maps are expected to facilitate the generation of new hypotheses regarding multisensory interaction and integration mechanisms in neurotypical individuals. They should also contribute to providing a foundation for ultimately understanding why multisensory processing networks develop the way they typically do, and why they may develop aberrantly, or fail to recover after brain injury, in certain clinical populations.

Methods

This work was performed in accordance with the PRISMA statement for reporting systematic reviews and meta-analyses of studies that evaluate health care interventions (Moher, Liberati, Tetzlaff, Altman, & Group, 2009). Depicted in the PRISMA flow-chart (Fig. 2), original research studies were identified by PubMed and Google Scholar literature searches with keyword combinations “auditory + visual”, “audiovisual”, “multisensory”, and “fMRI” or “PET” or “MEG”, supplemented through studies identified through knowledge of the field published between 1999 through early 2020. Studies involving drug manipulations, patient populations, children, or non-human primates were excluded unless there was a neurotypical adult control group with separately reported outcomes. Of the included studies, reported coordinates for some paradigms had to be estimated from figures. Additionally, some studies did not use whole-brain imaging, but rather incorporated imaging to a 50 to 60 mm slabs of axial brain slices so as to focus, for instance, on the thalamus or basal ganglia. These studies were included despite their being a potential violation of assumptions made by ALE analyses (see below) because the emphasis of the present study was to reveal proof of
concept regarding differential audio-visual processing at a semantic category level. This yielded inclusion of 82 published fMRI, PET and MEG studies including audio-visual interaction(s) of some form (Table 1). The compiled coordinates, after converting to afni-TLRC coordinate system, derived from these studies are included in Appendix A, and correspond directly to Table 1.

Figure 2 near here

Table 1 near here

**Activation Likelihood Estimate (ALE) Analyses**

The ALE analysis consists of a coordinate-based, probabilistic meta-analytic technique for assessing the co-localization of reported activations across studies (Eickhoff, Bzdok, Laird, Kurth, & Fox, 2012; Eickhoff et al., 2009; Eickhoff et al., 2016; A. R. Laird et al., 2009; N. Laird, Fitzmaurice, & Ding, 2010; Muller et al., 2018; Turkeltaub, Eden, Jones, & Zeffiro, 2002; Turkeltaub et al., 2012). Whole-brain probability maps were initially created across all the reported foci in standardized stereotaxic space (Talairach “T88”, being converted from, for example, Montreal Neurological Institute “MNI” format) using GingerALE software (Brainmap GingerALE version 2.3.6; Research Imaging Institute; http://brainmap.org). This software was also used to create probability maps, where probabilities were modeled by 3D Gaussian density distributions that took into account sample size variability by adjusting the full-width half-max (FWHM) for each study (Eickhoff et al., 2009; Eickhoff et al., 2016). For each voxel, GingerALE estimated the cumulative probabilities that at least one study reported activation for that locus for a given experimental paradigm condition. Assuming and accounting for spatial uncertainty across reports, this voxel-wise procedure generated
statistically thresholded ALE maps, wherein the resulting ALE values reflected the probability of reported activation at that locus. Using a random effects model, the values were tested against the null hypothesis that activation was independently distributed across all studies in a given meta-analysis.

To determine the likely spatial convergence of reported activations across studies, activation foci coordinates from experimental paradigms were transferred manually and compiled into one spreadsheet on two separate occasions by two different investigators (co-authors). To avoid (or minimize) the potential for errors (e.g. transformation from MNI to TAL, sign errors, duplicates, omissions, etc.) an intermediate stage of data entry involved logging all the coordinates and their transformations into one spreadsheet (Appendix A) where they were coded by Table/Figure and number of subjects (Table 1), facilitating inspection and verification relative to hard copy printouts of all included studies. A third set of files (text files) were then constructed from that spreadsheet of coordinates and entered as input files for the various meta-analyses using GingerALE software. This process enabled a check-sums of number of left and right hemisphere foci and the number of subjects for all of the meta-analyses reported herein. When creating single study data set analysis ALE maps, coordinates from experimental paradigms of a given study (using the same participants in each paradigm) were pooled together, thereby avoiding potential violations of assumed subject-independence across maps, which could negatively impact the validity of the meta-analytic results (Turkeltaub et al., 2012). After pooling, there were 1,285 participants (Table 1, column 6). Some participants could conceivably have been recruited in more than one study (such as from the same laboratory). However, we had no means for assessing this and assumed that these were all
unique individuals. All single study data set ALE maps were thresholded at \( p < .05 \) and using a voxel-level family-wise error (FWE) rate correction for multiple comparisons (Muller et al., 2018) using 10,000 Monte Carlo threshold permutations. For all “contrast” ALE meta-analysis maps, cluster-level thresholds were derived using the single study corrected FWE datasets and then further thresholded for contrast at an uncorrected \( p < .05 \), and using 10,000 permutations. Minimum cluster sizes were used to further assess rigorousness of clusters, which are included in the tables and addressed in the results section.

Guided by earlier meta-analyses of hearing perception and audio-visual interaction sites several hypothesis driven contrasts were derived, as addressed in the Introduction (Brefczynski-Lewis & Lewis, 2017; Lewis, 2010). A minimum of 17-20 studies was generally recommended to achieve sufficient statistical power to detect smaller effects and make sure that results were not driven by single experiments (Eickhoff et al., 2016; Muller et al., 2018). However, two of the ten sub-sets of meta-analysis were performed despite there being relatively few numbers of studies (i.e., \( n=13 \) in Table 9; \( n=9 \) in Table 10), and thus their outcomes would presumably only reveal the larger effect sizes. For visualization purposes, resulting maps were initially projected onto the N27 atlas brain using AFNI software (Cox, 1996) to assess and interpret results, and onto the Population-Averaged, Landmark- and Surface-based (PALS) atlas cortical surface models (in AFNI-Talairach space) using Caret software (http://brainmap.wustl.edu) for illustration of the main findings (Van Essen, 2005; Van Essen et al., 2001).
Results

The database search for audio-visual experiments reporting interaction effects yielded 137 experimental paradigms from 82 published articles (Fig. 2; PRISMA flow-chart). Experiments revealing an effect of audio-visual stimuli (Table 1) included 1,285 subjects (though see Methods) and 714 coordinate brain locations (376 left hemisphere, 338 right). ALE meta-analysis of all these reported foci (Congruent plus Incongruent audio-visual interaction effects) revealed a substantial expanse of activated brain regions (Fig. 3A, purple hues; projected onto both fiducial and inflated brain model images). Note that this unthresholded map revealed foci reported as demonstrating audio-visual interactions that were found to be significant in at least one of the original studies, thereby illustrating the substantial global expanse of reported brain territories involved in audio-visual interaction processing in general. This included sub-cortical in addition to cortical regions, such as the thalamus and basal ganglia (Fig. 3A insets), and cerebellum (not illustrated). However, sub-cortical regions are only approximately illustrated here since they did not survive threshold criteria imposed in the below single study and contrast ALE brain maps. Each study contained one or multiple experimental paradigms. For each experimental paradigm, several neurobiological sub-categories of audio, visual and/or audio-visual stimuli were identified. The sub-categories are coded in Table 1 (far right columns) as either being excluded (0), included (1), included as a contrast condition (2), or deemed as uncertain for inclusion (blank cells) for use in different meta-analyses, which are detailed by section below. Volumes resulting from the meta-analyses (depicted in Fig. 3) are available for download as Online Supplemental Data.

Figure 3 near here
**Congruent versus incongruent audio-visual stimuli.** The first set of meta-analyses examined reported activation foci specific to when audio-visual stimuli were perceived as congruent spatially, temporally and/or semantically (Table 2; 79 studies, 117 experimental paradigms, 1,235 subjects, 608 reported foci—see Table captions) versus those regions more strongly activated when the stimuli were perceived as incongruent (Table 3). Brain maps revealing activation when processing only congruent audio-visual pairings (Congruent single study; corrected FWE p < .05) revealed several regions of interest (ROIs) (Fig. 3B, white hues; Table 4A coordinates), including the bilateral posterior superior temporal sulci (pSTS) that extended into the bilateral planum temporale and transverse temporal gyri (left > right), and the bilateral inferior frontal cortices (IFC). Brain maps revealing activation when processing incongruent audio-visual pairings (Fig. 3B, black hues; Incongruent single study; corrected FWE p < .05; Table 4B) revealed bilateral IFC foci that were located immediately anterior to the IFC foci for congruent stimuli, plus a small left anterior insula focus.

A contrast meta-analysis of Congruent > Incongruent audio-visual stimuli (Fig. 3B, white with black outlines; Table 4C, uncorrected p < .05) revealed significant involvement of the left and right posterior temporal gyri (pSTG) and pSTS regions. Conversely, a contrast map of brain regions showing significant preferential involvement in processing Incongruent > Congruent audio-visual stimuli (Fig. 3B, black with white outlines; Table 4D, uncorrected p < .05) included bilateral inferior frontal cortices (IFC), which extended along inferior portions of the middle frontal gyri in locations immediately anterior to those resulting from the Congruent > Incongruent contrast.

Because both contrast ALE maps revealed functionally dissociated regions of interest
(ROIs), these results are herein regarded as providing evidence for a ‘double-dissociation’ of processing along this dimension.

Tables 2, 3 and 4 near here

Living versus non-living audio-visual stimuli. A major categorical distinction in the neurobiological organization mediating auditory perception is that for sounds produced by living versus non-living sources (Fig. 1). This potential categorical processing boundary was tested in the multisensory realm by comparing reported activation foci from audio-visual interaction paradigms that involved Living versus Non-living sources. The Living category paradigms included visual and/or sound-source stimuli such as talking faces, hand/arm gesture with speech, body movements, tool use, and non-human animals (Table 5; see brief descriptions). A single study ALE meta-analysis of experimental paradigms using Living stimuli revealed portions of the bilateral pSTS/pSTG regions (Fig. 3C, orange hues; Table 7A, corrected FWE p < .05). The Non-living visual and sound-source stimuli (Table 6) predominantly included artificial, as opposed to natural, audio-visual events such as flashing checkerboards, coherent dot motion, geometric objects (plus a study depicting natural environmental events), which were paired with sounds such as tones, sirens, or mechanical sounds produced by inanimate sources. A single study ALE meta-analysis of experiments using Non-living stimuli (mostly artificial stimuli) revealed the right anterior insula as a region significantly recruited (Fig. 3C, cyan contained within the white outline; Table 7B, corrected FWE p < .05: Also see contrast below).

A contrast ALE meta-analysis of maps Living > Non-living events revealed bilateral pSTS foci as showing significant differential responsiveness (Fig. 3C, orange with
outline [visible only in left hemisphere model]; Table 7C, uncorrected p < .05). The contrast meta-analysis of Non-living > Living congruent audio-visual events revealed the right anterior insula as a common hub of activation (Fig. 2C, cyan with white outline; Table 7D, uncorrected p < .05). A main contributing study to this right anterior insula ROI (study #44 Meyer et al., 2007) included screen flashes paired with phone rings as part of a conditioned learning paradigm.

In visual perception literature, a prominent dichotomy of stimulus processing involves “what versus where” streams (Goodale et al., 1994; L. G. Ungerleider & Haxby, 1994; L.G. Ungerleider, Mishkin, Goodale, & Mansfield, 1982), which has also been explored in the auditory system (Clarke et al., 2002; Kaas & Hackett, 1999; J. P. Rauschecker, 1998; J. P. Rauschecker & Scott, 2015; J.P. Rauschecker & Tian, 2000). A few of the audio-visual interaction studies examined in the present meta-analyses either explicitly or implicitly tested that organization (Plank, Rosengarth, Song, Ellermeier, & Greenlee, 2012; Sestieri et al., 2006). However there were insufficient numbers of studies germane to that dichotomy for conducting a proper meta-analysis along this dimension.

Vocalization versus Action event audio-visual interaction sites. Another stimulus category boundary derived from auditory categorical perception literature was that for processing vocalizations versus action sounds (Fig. 1). To be consistent with that neurobiological model, this category boundary was tested using only living audio-visual sources. This analysis included vocalizations by human or animal sources (Table 8) versus action events (Table 9) including sounds produced by, for example, hand tool use, bodily actions, and persons playing musical instruments. An ALE single study map for
experiments using Vocalizations revealed four ROIs along the pSTG/pSTS region (Fig. 3D, red hues; Table 11A, corrected FWE p < .05). The action event category was initially restricted to using only non-vocalizations (by living things) as auditory stimuli. This initially yielded 9 studies that showed audio-visual interaction foci, and no clusters survived the single study ALE meta-analysis map voxel-wise thresholding. Adjusting the study restrictions to include studies that reported using a mix of action events together with some non-living visual stimuli and some vocalizations as auditory (non-verbal) event stimuli yielded 13 studies (Table 9). A single study ALE map for these Action events, which were predominantly non-vocal and depicting living things, revealed one ROI along the left fusiform gyrus (Table 11B, corrected FWE p < .05).

The contrast meta-analysis of Vocalizations > Actions revealed right pSTS and pSTG foci as being preferential for vocalizations (Fig. 3D, red with black outlines; Table 11C, uncorrected p < .05). Conversely, the contrast meta-analysis of Action > Vocalization audio-visual interactions revealed the left fusiform gyrus ROIs (Fig. 3D, yellow with black outline; Table 11D, uncorrected p < .05). This left fusiform ROI had a volume of 8 mm$^3$, both in the single study and contrast ALE meta-analysis maps. This cluster size fell below some criteria for rigor depending on theoretical interpretation when group differences are diffuse (Tench, Tanasescu, Auer, Cottam, & Constantinescu, 2014). Nonetheless, this theoretical processing dissociation existed in at least some single studies, in the single ALE map, and in the contrast ALE map, and was thus at least suggestive of a double-dissociation. A main contributing study to this fusiform ROI (study #62, Schmid et al., 2011) employed a relatively simple task of determining if a colored picture included a match to a presented sound, or vice versa, which involved a
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wide variety of non-living but a few living real-world object images. This ROI was consistent in location with the commonly reported fusiform foci involved in functions pertaining to high-level visual object processing (Bar et al., 2001; Gauthier, Tarr, Anderson, Skudlarski, & Gore, 1999; James & Gauthier, 2003).

A subset of the paradigms involving Living things and/or Vocalizations included emotionally valent stimuli (Table 10). This predominantly including emotional faces with voice (expressing fear, anger, sadness, happiness and laughter), but also whole body and dance expressions rated for emotional content. These emotionally valent paradigms preferentially activated a portion of the right pSTG (Fig. 3D, violet hues; Table 11E), when analyzed as a single study ALE map (corrected FWE p < .05), but also as a contrast meta-analysis with non-emotionally valent paradigms involving living things (mostly control conditions from the same or similar paradigms; data not shown).

Tables 8, 9, 10 and 11 near here

Dynamic visual motion versus static images in audio-visual interactions. We next sought to determine if the use of dynamic visual motion versus static visual images in audio-visual interaction paradigms might reveal differences in processing organizations in the brain. Studies using Dynamic-visual stimuli (Table 12), included talking faces, the McGurk effect, hand gestures, bodily gestures, and geometric shapes modulating synchronously with vocals, plus non-vocal drum sounds, musical instruments (e.g. piano), hand tool sounds, tone sweeps, and synthetic tones. Studies using Static-visual images (Table 13) involved the matching of pictures of human faces or animals to characteristically associated vocal sounds, plus other forms of photos or drawings (in color, grayscale, or black and white) of faces, animals, objects, or written word/character
forms, while excluding stimuli such as flashing screens or light emitting diodes (LEDs). ALE single study maps for experiments utilizing Dynamic-visual stimuli (Fig. 3E, blue hues; Table 14A, corrected FWE p < .05) and Static-visual stimuli (pink hues; Table 14B, corrected FWE p < .05) were constructed. A contrast ALE meta-analysis of Dynamic-visual > Static-visual revealed significantly greater activation of the right pSTS region (Fig. 3E, blue with black outline; Table 14C, uncorrected p < .05). Conversely, the contrast ALE meta-analysis of Static-visual > Dynamic-visual paradigms preferentially activated the bilateral planum temporale and STG regions (Fig. 3E, pink with black outlines; Table 14D, uncorrected p < .05).

Analyses of the Dynamic-visual vs Static-visual was further conducted separately for those experimental paradigms using artificial versus natural stimuli. With the exception of natural Dynamic-visual studies (n=37 of the 43 in Table 12) the other sub-categories had too few studies for the recommended 17-20 study minimum for meta-analysis. Nonetheless, the artificial Static-visual (n=12) meta-analysis revealed clusters that overlapped with the outcomes using the respective full complement of studies, while the natural Dynamic-visual (n=37) meta-analysis revealed clusters that overlapped with the respective full complement of studies. Thus, audio-visual events involving dynamic visual motion (and mostly natural stimuli) generally recruited association cortices situated roughly between auditory and visual cortices, while audio-visual interactions involving static (iconic) visual images (and mostly artificial stimuli) generally recruited regions located closer to auditory cortex proper along the pSTG and planum temporale bilaterally.

Tables 12, 13 and 14 near here
Discussion

The present meta-analyses examined a wide variety of published human neuroimaging studies that revealed some form of audio-visual “interaction” in the brain, entailing responses beyond or different from the corresponding unisensory auditory and/or visual stimuli alone. One objective was to test several tenets regarding potential brain organizations or architectures that may develop for processing different categories of audio-visual event types at a semantic level. The tenets were borne out of recent ethologically derived unisensory hearing perception literature (Brefczynski-Lewis & Lewis, 2017). This included a taxonomic model of semantic categories of natural sound-producing events (i.e. Fig. 1), but here being applied to testing specific hypotheses in the realm of multisensory (audio-visual) processing. The category constructs were derived with the idea of identifying putative cortical “hubs” that could be further applied to, and tested by, various neurocomputational models of semantic knowledge and multisensory processing.

Providing modest support for our first hypothesis, contrast ALE meta-analyses revealed a double-dissociation of brain regions preferential for the processing of living versus non-living (mostly artificial sources) audio-visual interaction events at a category level (Fig. 3C, orange vs cyan). These results implicated the bilateral pSTS complexes versus the right anterior insula as processing hubs, respectively, which are further addressed below in Section A. Providing modest support for our second hypothesis, contrast ALE meta-analyses revealed a double-dissociation of brain regions preferential for the processing of audio-visual interaction events involving vocalizations versus actions, respectively (Fig. 3D, red vs yellow). These results implicated the bilateral
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planum temporale, pSTG, and pSTS complexes versus the left fusiform cortex, respectively, which is also further addressed in Section A below.

Providing strong support for our third hypothesis, different cortices were preferential for processing audio-visual interactions that involved dynamic-visual (video) versus static-visual (iconic images) as visual stimuli (Fig. 3E, blue vs pink). This finding is addressed further below in Section B in the context of parallel multisensory processing hierarchies. The original volumes of the regions of interest (ROIs) identified herein (comprising clusters in Tables 4, 7, 11 and 14, and depicted in Fig. 3) are available for download as Online Supplemental Data. These ROI volumes should facilitate the generation and testing of new hypotheses, especially as they pertain to neurocomputational theories of semantic knowledge representation, which is a topic addressed in Section C. This is followed by Section D that considers various limitations of the meta-analysis studies.

Upon inspection of Figure 3C-E, only ventral cortices, as opposed to dorsal cortices (e.g. superior to the lateral sulcus), revealed activation foci that were preferential for any of the different semantic categories of audio-visual events. In particular, neither the bilateral IFC foci for congruent versus incongruent audio-visual interactions (Fig. 3B, black/white), nor the frontal or parietal cortices (Fig. 3A, purple), revealed any differential activation along the semantic category dimensions tested. This was generally consistent with the classic ventral “what is it” (perceptual identification of objects) versus dorsal “where is it” (sensory transformations for guided actions directed at objects) dichotomy observed in both vision and auditory neuroimaging and primate literature (Belin & Zatorre, 2000; Goodale & Milner, 1992; Sestieri et al., 2006; L. G. Ungerleider
& Haxby, 1994). While dorsal cortical regions such as a bilateral parietal cortices and non-cortical regions such as the cerebellum were reported to be revealing audio-visual interaction effects by many studies, their involvement appeared to relate more to task demands and task difficulty rather than semantic category of the audio-visual events per se. Dorsal cortical networks are often implicated in various components of attention. While some form of sensory attention was involved in nearly all of the experimental paradigms, the specific effects of different types or degrees of sensory attention was not a measurable dimension across the studies, and thus fell outside the scope of the present study.

A. Embodied representations of audio-visual events. One of the tenets regarding the taxonomic category model of real-world hearing perception was that “natural sounds are embodied when possible” (Brefczynski-Lewis & Lewis, 2017), and this tenet appears to also apply to the context of cortical organizations for processing audio-visual interactions at a semantic category level. This is further addressed below by region in the context of (A.1) the pSTS complexes for embodiable representations, and of (A.2) the right anterior insula focus for non-embodiable non-living and artificial audio-visual event perception.

A.1. The pSTS complexes and audio-visual motion processing. The bilateral pSTS complexes were significantly more involved with processing audio-visual interactions associated with events by living things, by stimuli involving vocalizations, and by dynamic-visual (versus static-visual image) audio-visual events (cf. Fig. 3C-E, orange, red and blue). Although these respective foci were derived by several overlapping
studies, the meta-analysis results support the notion that the lateral temporal cortices are the primary loci for complex natural motion processing (Beauchamp, Argall, Bodurka, Duyn, & Martin, 2004; Beauchamp, Lee, Argall, & Martin, 2004; Calvert, Campbell, & Brammer, 2000; Calvert & Lewis, 2004; Lewis et al., 2004; Martin, 2007; Taylor, Moss, Stamatakis, & Tyler, 2006; Taylor, Stamatakis, & Tyler, 2009): More specifically, the pSTS complexes are thought to play a prominent perceptual role in transforming the spatially and temporally dynamic features of natural auditory and visual action information together into a common neural code, which may then facilitate cross-modal interactions and integration from a “bottom-up” intermodal invariant sensory perspective. An earlier image-based (as opposed to coordinate-based) meta-analysis using a subset of these paradigms (Lewis, 2010) further highlighted the idea that the pSTS complexes may form a temporal reference frame for probabilistically comparing the predicted or expected incoming auditory and/or visual information based on what actions have already occurred.

From a “top-down” cognitive perspective, however, words and phrases that depict human actions, and even imagining complex audio and/or visual actions, are reported to lead to activation of the pSTS regions (Kellenbach, Brett, & Patterson, 2003; Kiefer, Sim, Herrmberger, Grothe, & Hoenig, 2008; Noppeney, Josephs, Hocking, Price, & Friston, 2008; Tettamanti et al., 2005). Furthermore, the pSTS complexes are known to be recruited by a variety of sensory-perceptual tasks in congenitally blind and in congenitally deaf individuals (Amedi et al., 2007; Burton, Snyder, & Raichle, 2004; Capek et al., 2008; Capek et al., 2010; Lewis, Frum, et al., 2011; Patterson et al., 2007; Pietrini et al., 2004), suggesting that aspects of their basic functional roles may not be
dependent on bimodal sensory input outright. To reconcile these findings, one hypothesis was that some cortical regions may develop to perform amodal or metamodal operations (Pascual-Leone & Hamilton, 2001). More specifically, different patches of cortex, such as the pSTS, may innately develop to contain circuitry predisposed to compete for the ability to perform particular types of operations or computations useful to the observer regardless of the modality (or presence) of sensory input. Thus, the organization of the multisensory brain may be influenced as much, if not more, by internal processing factors than by specific external sensory experiences per se. This interpretation reflects another tenet regarding the taxonomic category model of real-world hearing perception that “metamodal operators guide sound processing network organizations” (Brefczynski-Lewis & Lewis, 2017), but here applying to the processing of audio-visual interactions at a semantic category level.

Another interpretation regarding the functions of the bilateral pSTS complexes is that they are more heavily recruited by living and dynamic audio-visual events simply because of their greater life-long familiarity with adult observers. They may reflect an individual’s experiences and habits of extracting subtle nuances from day-to-day real-world interactions, including other orally communicating people as prevalent sources of multisensory events. Ostensibly, this experiential multisensory process would start from the time of birth when there becomes a critical need to interact with human caretakers. Consistent with this interpretation is that the pSTS complexes have prominent roles in social cognition, wherein reading subtleties of human expressions and body language is often highly relevant for conveying information that guides effective social interactions (Jellema & Perrett, 2006; Pelphrey, Morris, & McCarthy, 2004; Zilbovicius et al., 2006).
Embodied cognition models (also called grounded cognition) posit that perception of natural events (social or otherwise) is at least in part dependent on modal simulations, bodily states, and situated actions (Barsalou, 2008). The discovery of mirror neuron systems (MNS) and echo-mirror neuron (ENS) systems (Molenberghs, Cunnington, & Mattingley, 2012; Rizzolatti & Arbib, 1998; Rizzolatti & Craighero, 2004) have been recognized as having major implications for explaining many cognitive functions, including action understanding, imitation and empathy. Such neuronal systems, which often include the bilateral pSTS complexes, are proposed to mediate elements of the perception of sensory events as they relate to one’s own repertoire of dynamic visual action-producing and sound-producing motoric events (Engel et al., 2009; Galati et al., 2008; Gazzola, Aziz-Zadeh, & Keysers, 2006; Lahav, Saltzman, & Schlaug, 2007; Lewis, Silberman, Donai, Frum, & Brefczynski-Lewis, 2018). Thus, the pSTS complexes may reflect metamodal cortices that typically develop to process natural multisensory events, which especially include dynamic actions by living things (including vocalizations) that are interpreted for meaningfulness (and possibly intent) based on embodiment strategies by the brain.

Notwithstanding, the dynamic viewable motions and sounds produced by non-living things and artificial stimulus events are arguably less embodiable or mimicable than those by living things. The pSTG/pSTS complexes were not preferentially activated by non-living and artificial multisensory events. Rather, this event category preferentially recruited the right anterior insula, as addressed next.
A.2. The right anterior insula and non-living/artificial audio-visual interaction

processing. The right anterior insula emerged as a cortical hub that was preferentially involved in processing congruent audio-visual events that entailed non-living and largely artificial sources, all of which were typically non-embodiable. Moreover, unlike the pSTS complexes, the right anterior insula did not show significant sensitivity to the dynamic-visual versus static-visual image stimulus dimension, suggesting that intermodal invariant cues were not a major driving factor in its recruitment. Interestingly, the mirror opposite left anterior insula showed preferential activation for Incongruent versus Congruent audio-visual stimuli (cf. Fig. 3B and 3C).

On a technical note, portions of the claustrum are located very close to the anterior insulae, and activation of the claustrum may have contributed to the anterior insula foci in several neuroimaging studies, and thus also in this meta-analysis. The enigmatic claustrum is reported to have a role in integrative processes that require the analysis of the content of the stimuli, and in coordinating the rapid integration of object attributes across different modalities that lead to coherent conscious percepts (Crick & Koch, 2005; Naghavi, Eriksson, Larsson, & Nyberg, 2007).

Embodiment encoding functions have been ascribed to the anterior insula in representing “self” versus “non-self”. For instance, the anterior insulae, which receive input from numerous cortical areas, have reported roles in multimodal integrative functions, re-representation of interoceptive awareness of bodily states, cognitive functions, and meta-cognitive functions (Craig, 2009, 2010; Menon & Uddin, 2010), and in social emotions that may function to help establish “other-related” states (Lamm & Singer, 2010; Singer et al., 2004). The right lateralized anterior insula activation has
further been reported to be recruited during non-verbal empathy-related processing such as with compassion meditation, which places an emphasis on dissolving the “self-vs-other” boundary (Lutz, Brefczynski-Lewis, Johnstone, & Davidson, 2008). Moreover, dysfunction of the anterior insulae has been correlated with an inability to differentiate the self from the non-self in patients with schizophrenia (Cascella, Gerner, Fieldstone, Sawa, & Schretlen, 2011; Shura, Hurley, & Taber, 2014).

Although the anterior insula territories are commonly associated with affective states, visceral responses, and the processing of feelings (Cacioppo, 2013; Critchley, Wiens, Rotshtein, Ohman, & Dolan, 2004; Dalgleish, 2004; A. Damasio, 2001; Mutschler et al., 2009), the emotionally valent paradigms in this meta-analysis did not yield significant differential audio-visual interaction effects in the right (or left) insula, but rather only along the right pSTG. Though speculative, the anterior insula(e) may be subserving the mapping of events that are heightened by relatively ‘non-embodiable’ multisensory events (notably non-living and artificial sources) with differential activation depending on the perceived relatedness to self. This outcome will likely be a topic of interest for future studies, including neurocomputational modeling of cognition, which is addressed in a later section after first considering parallel multisensory processing hierarchies.

**B. Dynamic-visual versus static-visual images and audio-visual interaction processing.** The double-dissociation of cortical hubs for processing dynamic-visual versus static-visual audio-visual interactions was consistent with notion of parallel processing hierarchies. The experimental paradigms using video typically included dynamic intermodal invariant cross-modal cues (mostly by living things), where the
audio and visual stimuli were either perceived to be coming from roughly the same region of space, moving along similar spatial trajectories, and/or had common temporal synchrony and modulations in stimulus intensity or change. These correlated physical changes in photic and acoustic energy attributes are likely to serve to naturally bind audio-visual interactions, consistent with bottom-up Hebbian-like learning mechanisms. Such stimuli preferentially recruited circuitry of the bilateral pSTS complexes (Fig. 3E, blue vs pink), as addressed earlier.

In direct contrast to dynamic-visual stimuli, static-visual images (e.g. pictures, characters, and drawings) can have symbolic congruence with sound that must be learned to be associated with, and having few or no cross-modal invariant cues, thereby placing greater emphasis on declarative memory and related semantic-level matching mechanisms. The dynamic versus static visual stimulus dimension was further assessed using a subset of natural-only versus artificial stimuli. While there were insufficient numbers of studies in three of the sub-groups for definitive meta-analysis results (data not shown), the outcomes suggested a bias for the dynamic-visual stimuli clusters being driven by natural stimuli while the static-visual stimuli clusters may have been driven more by images involving relatively artificial stimuli (e.g. checkerboards, dots, circles, texture patterns). Regardless, a double-dissociation was evident.

Another consideration regarding the dynamic/natural versus static/artificial processing was depth-of-encoding. The greater depth required for encoding for subordinate versus basic level information is reported to recruit greater expanses of cortices along the anterior temporal lobes (Adams & Janata, 2002; Tranel et al., 2003; Tyler et al., 2004).

For instance, associating a picture of an iconic dog to the sound “woof” represents a basic
level of semantic matching, while matching the specific and more highly familiar image of one’s pet Tibetan terrier to her particular bark to be let outside would represent a *subordinate* level of matching that is regarded as having greater depth in its encoding. Neuroimaging and neuropsychological studies of semantically congruent cross-modal processing has led to a Conceptual Structure Account model (Taylor et al., 2009; Tyler & Moss, 2001) suggesting that objects in different categories can be characterized by the number and statistical properties of their constituent features (i.e. its depth), and this model points to the anterior temporal poles as “master binders” of such audio-visual information.

Correlating static-visual images with sound could be argued to require a more cognitive learning process than perceptually observing dynamic-visual events as they unfold and provide more intermodal-invariant information correlated with ongoing acoustic information. Thus, it was somewhat surprisingly that the static-visual stimuli preferentially recruited of the bilateral planum temporale (Fig. 3E, pink hues), in locations close to secondary auditory cortices, rather than in the temporal poles. However, this may relate to depth-of-encoding issues. The audio-visual stimuli used in many of the included used a relatively basic level of semantic matching (stimuli and tasks), which may have masked more subtle or widespread activation in inferotemporal cortices (e.g. temporal poles).

One possibility is that the pSTS complexes may represent intermediate processing stages that convey dynamically matched audio-visual congruent interaction information to the temporal poles, while the bilateral planum temporale regions may represent parallel intermediate processing stages that convey semantically congruent audio-visual
information derived from learned associations of sound with static (iconic) images referring to their matching source. Overall, this interpretation supports the tenet from unisensory systems “that parallel hierarchical pathways process increasing information content”, but here including two parallel multisensory processing pathways mediating the perception of audio-visual interaction information as events that are physically matched from a bottom-up perspective versus learned to be semantically congruent.

C. Semantic processing and neurocomputational models of cognition. Several mechanistic models regarding how and why semantic knowledge formation might develop in the brain includes the concept of hubs (and connector hubs) in brain networks (A. R. Damasio, 1999; Pulvermuller, 2018; Sporns et al., 2007), which are thought to allow for generalizations and the formation of categories. As such, the roughly six basic ROIs emerging from the present meta-analysis study (left and right pSTS complexes, left and right planum temporale, left fusiform, and right anterior insula) were of particular interest.

With regard to double-dissociations of cortical function, the right anterior insula and left fusiform ROIs had relatively small volumes, and thus may be considered less robust by some meta-analysis standards (also see Limitations below). Nonetheless, these preliminary findings provide at least moderate support for a taxonomic neurobiological model for processing different categories of real-world audio-visual events, which is readily amenable to testing with neurocomputational models and future hypothesis-driven multisensory processing studies. For instance, one might directly assess whether the different ROIs have functionally distinct characteristics as connector hubs for semantic
processing with activity dynamics that are functionally linking action perception circuits at a category level (Pulvermuller, 2018). Additionally, one may test for functional connectivity pattern differences across these ROIs (e.g. resting state functional connectivity MRI) in neurotypical individuals relative to various clinical populations. Overall, the results indicating that different semantic categories of audio-visual interaction events may be differentially processed along different brain regions supports the tenet that “categorical perception emerges in neurotypical listeners [observers]”, but here applying to the realm of cortical representations mediating multisensory object information. It remains unclear, however, whether this interpretation regarding categorical perception would provide greater support for domain-specific theoretical models, as proposed for some vision-dominated categories, such as the processing of faces, tools, fruits and vegetables, animals, and body parts (Caramazza & Shelton, 1998; H. Damasio et al., 1996; Mahon, Anzellotti, Schwarzback, Zampini, & Caramazza, 2009; Mahon & Caramazza, 2005; Pascual-Leone & Hamilton, 2001) or for sensory-motor property-based models that develop because of experience (Barsalou, 2008; Barsalou, Kyle Simmons, Barbey, & Wilson, 2003; Lissauer, 1890/1988; Martin, 2007), or perhaps some combination of both.

**D. Limitations.** While this meta-analysis study revealed significant dissociations of cortical regions involved in different aspects of audio-visual interaction processing, at a more detailed or refined level there were several limitations to consider. As with most meta-analyses, the reported results were confined only to published ‘positive’ results, and tended to be biased in examining topics (in this case sensory stimulus categories) that
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typically have greater rationale for being studied (and funded). In particular, the
categories of living things (humans) and/or vocalizations (speech) are simply more
thoroughly studied as socially- and health-relevant topics relative to the categories of
non-living and non-vocal audio-visual stimuli, as evident in the numbers of studies listed
in the provided tables. Because there were fewer numbers of studies in some semantic
categories, double-dissociation differences could only be observed in some contrast meta-
analyses when using uncorrected p-values, a statistical correction process that to date
remains somewhat contentious in the field of meta-analyses. The biases in stimuli
commonly used also led to the limitation that there would be greater heterogeneity of, for
instance, non-living audio-visual sources and action events devoid of any vocalizations.
This precluded examination of sub-categories such as environmental sources, mechanical
(human-made) audio-visual sources, versus ‘artificial’ events (being computer-derived or
other illusory sources), which limited a more thorough testing of the taxonomic model
(Fig. 1) being investigated.

At a more technical level, other potential limitations included methodological
differences across study designs, such as (a) differences in alignment methods, (b)
imaging large swaths of brain rather than truly ‘whole brain’ imaging, and (c) potential
inclusion of participants in more than one published study (which was not accessible
information). Together, these limitations may constitute violations of assumptions by the
ALE meta-analysis processes. Nonetheless, the modest support for our first two
hypotheses and strong support for our third hypothesis should merit future study to
validate and/or refine these basic cortical organization tenets and neurobiological
taxonomic model.
Conclusions

This study summarized evidence derived from meta-analyses across 137 experimental paradigms to test for brain organizations for representing putative taxonomic boundaries related audio-visual perception of multisensory events at a category-level. The semantic categories tested were derived from an ethologically and evolutionarily inspired neurobiological model of real-world auditory event perception. The outcomes provided novel, though tentative support for the existence of double-dissociations mediating processing and perception around semantic categories, including (1) living versus non-living (artificial) audio-visual events, and (2) vocalization versus action audio-visual events. The outcomes further provided strong support for a double-dissociation for processing (3) dynamic-visual (mostly natural events) versus static-visual (including artificial) audio-visual interactions. Together, these findings were suggestive of parallel hierarchical pathways for processing and representing different semantic categories of multisensory event types, with embodiment strategies as potential underlying neuronal mechanisms. Overall, the present findings highlighted where and how auditory and visual perceptual representations interact in the brain, including the identification of a handful of cortical hubs in Figure 3C-E that are amenable to future neurocomputational modeling and testing of semantic knowledge representation mechanisms. Exploration of these and other potential multisensory hubs will be important for future studies addressing why specific brain regions may typically develop to process different aspects of audio-visual information, and thereby establish and maintain the “multisensory brain”, which
ultimately subserves many of the complexities of human communication and social behavior.

Availability of Data

The data that support the findings of this study are available from the corresponding author upon reasonable request.
FIGURES and TABLES

**Figure 1.** A neurobiological model of the organization of the human brain for processing and recognizing different acoustic-semantic categories of natural sounds (from Brefczynski-Lewis and Lewis, 2017). Bold text in the boxed regions depict rudimentary sound categories, including living versus non-living things and vocalizations versus non-vocal action sounds, which are categories being tested in the present audio-visual meta-analyses. Other sub-categories are also indicated, including human speech, tool use sounds, and human-made machinery sounds. Vocal and instrumental music sounds/events are regarded as higher forms of communication, which rely on other networks and are thus outside the scope of the present study. Refer to text for other details.
Figure 2. PRISMA table illustrating the flow of information through the different phases of the meta-analysis review.
Figure 3. Activation likelihood estimate (ALE) maps of audio-visual interaction sites. (A) Cortical maps derived from all studies (Table 1; purple hues, unthresholded) to illustrate global expanses of cortices involved. Data were projected onto the fiducial (lateral and medial views) and inflated (lateral views only) PALS atlas model of cortex. (B) Illustration of maps derived from single study Congruent paradigms (yellow) plus superimposed maps of single study Incongruent audio-visual paradigms (green). Outlined foci depict ROIs after direct contrasts (e.g. Congruent > Incongruent). (C) ALE map
revealing single study Living (orange) contrasted with single study Non-living (cyan) categories of audio-visual paradigms. (D) ALE maps revealing audio-visual interactions involving single study Vocalizations (red) versus single study Action (mostly non-vocal) living source sounds (yellow). A single study ALE map for paradigms using Emotionally valent audio-visual stimuli, predominantly involving human vocalizations, is also illustrated (violet). (E) ALE maps showing ROIs preferentially recruited using single study dynamic-visual (blue hues) relative to single study static-visual (pink hues) audio-visual interaction foci. All single study ALE maps were at corrected FWE \( p < .05 \), and subsequently derived contrast maps were at uncorrected \( p < .05 \). IFC = inferior frontal cortex, pSTS = posterior superior temporal sulcus. TTG = transverse temporal gyrus. Refer to text for other details.
Table 1. Paradigms cited. Note to Reviewers and typesetter(s); the listing below of the included \( n=82 \) citations are shown here for reference tracking purposes in Tables using EndNote software and can be deleted for typesetting>. See table legend below.

(Adams & Janata, 2002) (Alink, Singer, & Muckli, 2008) (Balk et al., 2010) (Baumann & Greenlee, 2007) (Baumgaertner, Buccino, Lange, McNamara, & Binkofski, 2007) (Beauchamp, Argall, et al., 2004) (Beauchamp, Lee, et al., 2004) (Belardinelli et al., 2004) (Blau, Moris Fernandez, Holle, Avila, & Soto-Faraco, 2016) (Bischoff et al., 2007) (Blank & von Kriegstein, 2013) (Bonath et al., 2013) (Bonath et al., 2014) (Bushara, Grafman, & Hallett, 2001) (Bushara et al., 2003) (Callan, Jones, & Callan, 2014) (Calvert et al., 1999) (Calvert et al., 2000) (Calvert, Hansen, Iversen, & Brammer, 2001) (Calvert & Campbell, 2003) (de Haas, Schwarzkopf, Umer, & Rees, 2013) (Erickson et al., 2014) (Ethofer et al., 2013) (Gonzalo, Shallice, & Dolan, 2000) (Hagan, Woods, Johnson, Green, & Young, 2013) (Hasegawa et al., 2004) (Hashimoto & Sakai, 2004) (He et al., 2015) (Hein et al., 2007) (Hocking & Price, 2008) (Hove, Fairhurst, Kotz, & Keller, 2013) (James & Gauthier, 2003) (James, VanDerKlok, Stevenson, & James, 2011) (Jessen & Kotz, 2015) (Jola et al., 2013) (Kim et al., 2015) (Kreifelts, Ethofer, Grodd, Erb, & Wildgruber, 2007) (Lewis, Beauchamp, & DeYoe, 2000) (Matchin, Groulx, & Hickok, 2014) (McNamara et al., 2008) (Meyer, Baumann, Marchina, & Jancke, 2007) (Muller, Cieslik, Turetsky, & Eickhoff, 2012) (Murase et al., 2008) (Naghavi, Eriksson, Larsson, & Nyberg, 2011) (Nath & Beauchamp, 2012) (Naumer et al., 2008) (Naumer et al., 2011) (Noppeney et al., 2008) (Ogawa & Macaluso, 2013) (Okaeda, Venezia, Marehm, Saberi, & Hickok, 2013) (Olson, Gatenby, & Gore, 2002) (Plank et al., 2012) (Raij, Utella, & Hari, 2000) (Robins, Hunyadi, & Schultz, 2009) (Scheef et al., 2009) (Schmid, Buchel, & Rose, 2011) (Sekiyama, Kanno, Miura, & Sugita, 2003) (Sestieri et al., 2006) (Stevenson & James, 2009) (Tanabe, Honda, & Sadato, 2005) (Taylor et al., 2006) (N. van Atteveldt, Formisano, Goebel, & Blomert, 2004) (N. M. van Atteveldt, Formisano, Goebel, & Blomert, 2007) (N. M. van Atteveldt, Blau, Blomert, & Goebel, 2010) (Vander Wyk et al., 2010) (von Kriegstein & Giraud, 2006) (Watkins, Shams, Tanaka, & Rees, 2006) (Watkins, Shams, Josephs, & Rees, 2007) (Watson, Latinus, Noguchi, et al., 2014) (Watson, Latinus, Charest, Crabbe, & Belin, 2014) (Werner & Noppeney, 2010) (Wolf et al., 2014) (Green et al., 2009) (He et al., 2018) (Kircher et al., 2009) (Ogawa, Bordier, & Macaluso, 2013) (Regenbogen et al., 2018) (Straube, Green, Bromberger, & Kircher, 2011) (Straube et al., 2014) (Szycik, Jansma, & Munte, 2009) (Willems, Ozurek, & Hagoort, 2007)
Table 1. List of all studies used in the subsequent subsets of audio-visual interaction site meta-analyses. The first column denotes the 82 included studies, and the second column the 137 experimental paradigms of those studies. The next columns depict first author (alphabetically), the year, and abbreviated description of the data table (T) or figure (F) used, followed by number of subjects. The column labeled “Multiple experiments” indicates that the multiple experimental paradigms where subject numbers were pooled from that study for the meta-analysis, such as for the single study ALE meta-analysis depicted in Fig. 3A (purple). The number of reported foci in the left and right hemispheres and their sum is also indicated. This is followed by a brief description of the experimental paradigm: B/W = black and white, A = audio, AV = audio-visual, V = visual, VA = visual-audio. The rightmost columns show the coding of experimental paradigms that appear in subsequent meta-analyses and Tables, with correspondence to the results illustrated in Figure 3: 0 = not used in contrast, 1 = included, 2 = included as the contrast condition, blank cell = uncertain of clear category membership and not used in that contrast condition. See text for other details.
| Study | Session | Experiment | Task | Stimuli | Brain regions | Subjects | Comments |
|-------|---------|------------|------|---------|---------------|----------|----------|
| 1     | Adams   | 2003       | Fig 3J-K | AV | motor cortex | 15        | 12        |
| 2     | Belardinelli | 2009     | Table 1 | co-verbal | auditory cortex | 10        | 4        |
| 3     | DeHaas  | 2010       | Fig 2 | AV | auditory cortex | 12        | 2        |
| 4     | Hein    | 2007       | Table 2 | V; unique | auditory cortex | 12        | 2        |
| 5     | Belardinelli | 2007     | Table 2A | AV > V | auditory cortex | 15        | 12        |
| 6     | Rauschow | 2006      | Table 3 | AV > V | auditory cortex | 15        | 12        |
| 7     | Rauschow | 2006      | Table 4A | AV > V | auditory cortex | 15        | 12        |
| 8     | Rauschow | 2006      | Table 4B | AV > V | auditory cortex | 15        | 12        |
| 9     | Rauschow | 2006      | Table 4C | AV > V | auditory cortex | 15        | 12        |
| 10    | Rauschow | 2006      | Table 4D | AV > V | auditory cortex | 15        | 12        |
| 11    | Rauschow | 2006      | Table 4E | AV > V | auditory cortex | 15        | 12        |
| 12    | Rauschow | 2006      | Table 4F | AV > V | auditory cortex | 15        | 12        |
| 13    | Rauschow | 2006      | Table 4G | AV > V | auditory cortex | 15        | 12        |
| 14    | Rauschow | 2006      | Table 4H | AV > V | auditory cortex | 15        | 12        |
| 15    | Rauschow | 2006      | Table 4I | AV > V | auditory cortex | 15        | 12        |
| 16    | Rauschow | 2006      | Table 4J | AV > V | auditory cortex | 15        | 12        |
| 17    | Rauschow | 2006      | Table 4K | AV > V | auditory cortex | 15        | 12        |
| 18    | Rauschow | 2006      | Table 4L | AV > V | auditory cortex | 15        | 12        |
| 19    | Rauschow | 2006      | Table 4M | AV > V | auditory cortex | 15        | 12        |
| 20    | Rauschow | 2006      | Table 4N | AV > V | auditory cortex | 15        | 12        |
| 21    | Rauschow | 2006      | Table 4O | AV > V | auditory cortex | 15        | 12        |
| 22    | Rauschow | 2006      | Table 4P | AV > V | auditory cortex | 15        | 12        |
| 23    | Rauschow | 2006      | Table 4Q | AV > V | auditory cortex | 15        | 12        |
| 24    | Rauschow | 2006      | Table 4R | AV > V | auditory cortex | 15        | 12        |
| 25    | Rauschow | 2006      | Table 4S | AV > V | auditory cortex | 15        | 12        |
| 26    | Rauschow | 2006      | Table 4T | AV > V | auditory cortex | 15        | 12        |
| 27    | Rauschow | 2006      | Table 4U | AV > V | auditory cortex | 15        | 12        |
| 28    | Rauschow | 2006      | Table 4V | AV > V | auditory cortex | 15        | 12        |
| 29    | Rauschow | 2006      | Table 4W | AV > V | auditory cortex | 15        | 12        |
| 30    | Rauschow | 2006      | Table 4X | AV > V | auditory cortex | 15        | 12        |
| 31    | Rauschow | 2006      | Table 4Y | AV > V | auditory cortex | 15        | 12        |
| 32    | Rauschow | 2006      | Table 4Z | AV > V | auditory cortex | 15        | 12        |

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![Table](https://example.com/table.png)
| Study | Year | Design | Task | Condition | Effect | Reference |
|-------|------|--------|------|-----------|--------|-----------|
| Tanabe | 2004 | Table 1A | AV > baseline | Activity during learning delay period (AV) | 1 2 2 2 2 | Werner |
| Tanabe | 2005 | Table 2A | AV; A then V; not VA | Living and non-Living | 10 10 10 20 | Werner |
| Van der Wyk | 2006 | Table 1 | AV > baseline | Living and non-Living | 10 | Van der Wyk |
| Wolf | 2014b | Table 4A | Integrate regions | Active vs Passive conditions | 10 10 10 10 | Wolf |
| Van Atteveldt | 2014b | Table 2A + 2B | AV and VA | AV interaction effects oval/circles + speech/nonspeech | 10 10 10 10 | Van Atteveldt |
| Tanabe | 2005 | Table 3 | AV adaptation effect | Cross-modal adaptation effect | 10 10 10 10 | Tanabe |
| Tanabe | 2005 | Table 4A | AV adaptation effect, multimodal localization | Audio-visual adaptation effect | 10 10 10 10 | Tanabe |
| Tanabe | 2006 | Table 3A + 3B | AV and VA; delay period | AV interaction effects of a single flash | 10 10 10 10 | Tanabe |
| Csonka/Lewis | 2007 | Table 1 | AV adaptation effect | Face association learning | 10 10 10 10 | Csonka/Lewis |
| Van Atteveldt | 2014b | Table 2A | AV > baseline | Active vs Passive conditions | 10 10 10 10 | Van Atteveldt |
| Wolf | 2014b | Table 4A | AV adaptation effect | Face association learning | 10 10 10 10 | Wolf |
| Van Atteveldt | 2014b | Table 4A | AV adaptation effect | Face association learning | 10 10 10 10 | Van Atteveldt |
| Wolf | 2014b | Table 4A | AV adaptation effect | Face association learning | 10 10 10 10 | Wolf |

*Note: AV = Audio-Visual, VA = Visual-Audio, V = Visual, A = Audio, B = Baseline.*
Table 2. Studies included in the Congruent category for audio-visual interaction site meta-analyses. This meta-analysis included 79 of the studies with 117 experiments (columns A and B). The column “multiple experiments” indicates paradigms where the same set of participants were included, and so all coordinates were pooled together as one study to avoid biases related to violation the assumption of subject independence (refer to Methods). Results of Congruent meta-analyses are shown in Fig. 3B white hues. Refer to Table 1 and text for other details.
| Study # | Experiment # | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Brief description of experimental paradigm |
|---------|--------------|------|---------------------------------------|------------|--------------------|--------------|--------------|---------------|---------------------------------------------|
| 1       | 1            | 2000 | First Table 3: A + V (aud coords only) | 12         | 5                  | 1            | 6            | 12            | Speech and visual capture: congenital deafness, congruent vs conflicting motion |
| 2       | 2            | 2008 | Table 1A spheres move to drum sounds | 10         | 4                  | 4            | 6            | 10            | Visual speech and unimodal vs bimodal: congenital deafness, congruent vs conflicting motion |
| 3       | 3            | 2007 | Fig 2 asynchronous vs simultaneous  | 14         | 2                  | 1            | 3            | 14            | Natural asynchronous vs simultaneous: AV speech synchrony results are included against both controls as interaction effects |
| 4       | 4            | 2007 | Table 1B coherent V+A vs A       | 12         | 2                  | 1            | 3            | 12            | Visual dots: 15% coherent motion & 15% phase acoustic noise > auditory acoustic sound |
| 5       | 5            | 2007 | Table 2B                            | pooled     | 15                  | 12           | 27           | 15            | Moving acoustic noise & visual dots 15% r-phase coherent > visual dots motion |
| 6       | 6            | 2007 | Table 3 A vs V > video              | 19         | 3                  | 2            | 3            | 19            | Conjunction spoken sentences (actions > non-actions) AND videos (actions vs -actions) |
| 7       | 7            | 2004 | Figs 3-6: Table 1 first 2 foci only | 26         | 2                  | 0            | 2            | 26            | See photographs of tools, animals and hear corresponding sounds vs unimodal images and synthesized visual sounds |
| 8       | 8            | 2010 | Table 1A                            | 8          | 1                  | 1            | 2            | 8             | High resolution version of 2004a study: AV tool комнат vs AV alone (AV > A) |
| 9       | 9            | 2004 | Table 1B                            | 13         | 6                  | 6            | 12           | 13            | Congruent images of tools: av, avg, hums and grammatically congruent vs incongruent sounds |
| 10      | 10           | 2006 | Table 2A                            | 17         | 8                  | 0            | 8            | 17            | Audiovisual enhancement of visual speech in noise |
| 11      | 11           | 2007 | Table 2A only p=0.05 included       | 19         | 2                  | 1            | 3            | 19            | Visual speech recognition synchronized with recognition performance |
| 12      | 12           | 2007 | Fig 2                               | 19         | 1                  | 0            | 1            | 19            | Visual speech recognition synchronized with recognition performance |
| 13      | 13           | 2013 | Fig 2                               | 19         | 1                  | 0            | 1            | 19            | Visual speech recognition synchronized with recognition performance |
| 14      | 14           | 2013 | Fig 2                               | 19         | 1                  | 0            | 1            | 19            | Visual speech recognition synchronized with recognition performance |
| 15      | 15           | 2013 | Fig 2                               | 19         | 1                  | 0            | 1            | 19            | Visual speech recognition synchronized with recognition performance |
| 16      | 16           | 2014 | Table 1A                            | 20         | 1                  | 5            | 6            | 20            | Visual checkerboards and tones: temporal vs spatial synchrony |
| 17      | 17           | 2014 | Table 1B                            | 20         | 1                  | 5            | 6            | 20            | Visual checkerboards and tones: temporal vs spatial synchrony |
| 18      | 18           | 2007 | Table 1A                            | 12         | 1                  | 3            | 4            | 12            | Tongue (100 ms) & colored circles: synchrony; detect Auditory vs Visual presentation vs Control |
| 19      | 19           | 2007 | Table 1B                            | 12         | 1                  | 3            | 4            | 12            | Tongue (100 ms) & colored circles: synchrony; detect Auditory vs Visual presentation vs Control |
| 20      | 20           | 2007 | Table 1A                            | 12         | 1                  | 3            | 4            | 12            | Tongue (100 ms) & colored circles: correlated functional connections with (and including) the right insula |
| 21      | 21           | 2007 | Table 1A                            | 12         | 1                  | 3            | 4            | 12            | Tongue (100 ms) & colored circles: correlated functional connections with (and including) the right insula |
| 22      | 22           | 2004 | Table 1A                            | 12         | 1                  | 3            | 4            | 12            | Tongue (100 ms) & colored circles: correlated functional connections with (and including) the right insula |
| 23      | 23           | 2014 | Table 6 A - Visual only             | pooled     | 1                  | 1            | 2            | 1             | Visual speech enhancement to visual speech-audio-visual versus visual only |
| 24      | 24           | 1999 | Table 1A                            | 5          | 3                  | 4            | 7            | 5             | Raw image of lower face and hear numbers 1 through 10 vs fMRI conditions (A > B, Photos, Auditory) |
| 25      | 25           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 26      | 26           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 27      | 27           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 28      | 28           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 29      | 29           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 30      | 30           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 31      | 31           | 2000 | Figs 2-3                             | 10         | 1                  | 0            | 1            | 10            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 32      | 32           | 2013 | Table 1A                            | 15         | 3                  | 3            | 6            | 15            | Video clips of natural scenes (animals, humans): AV congruent vs Visual |
| 33      | 33           | 2014 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 34      | 34           | 2014 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 35      | 35           | 2014 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 36      | 36           | 2014 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 37      | 37           | 2007 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 38      | 38           | 2007 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |
| 39      | 39           | 2007 | Table 1A                            | 15         | 2                  | 2            | 4            | 15            | Visual speech & object: supra-additive plus sub-additive effects (AV-congruent + A>V = AV-incongruent) |

**Csonka/Lewis**
Audio-visual meta-analysis

Csonka/Lewis

26 42 Hagan 2013 Table 1A AV emotion, novel over time 18 5 3 8 Effective audio-visual speech, congruent AV emotion vs A, V; unique ROI's over time (MEG)
27 44 Hanagawa 2004 Table 1A (well trained piano) AV induced by V only 26 12 6 18 Piano playing: well trained pianists, mapping hand movements to sequences of sound
28 45 Hashimoto 2004 Table 1D (Fig4b, red) Learning Hangling letters to sounds 12 2 1 3 Unfamiliar Hangling letters & nonwords vs. learned Hangling letters
29 46 Hia 2015 Table 3C AV speech foreign (left MTG focus) 20 1 0 1 Unfamiliarly meaningful gestures with German speech
30 47 Hia 2016 Table 2 GSI, left MTG, gestures, & speech integration 20 1 0 1 Gesture-speech integration: bimodal speech gesture vs unimodal gesture with foreign speech and vs unimodal gesture
31 49 Hein 2007 Fig 2B AV-artificial non-living 18 0 1 1 BW images of artificial objects ('Fribbles') and animal vocalizations versus unimodal A, V
32 50 Hein 2007 Fig 2B pSTS, pSTG, mSTG AV-cong pooled 0 3 3 Familiar animal images & correct vocalizations (dog, wolf)
33 52 Hein 2007 Fig 2B Post 2, 3, 4 (blue) artificial-living living pooled 3 0 3 Visual 'Fribbles' back/undisturbed animal sounds, learn pairings (blue box 2,3,4)
34 53 Hein 2007 Fig 3C congruent living (green) pooled 3 0 3 Familiar congruent living vs artificial AV object features and animal sounds (green box 7, 8, 10)
35 54 Hocking 2006 pg 2444 verbal 18 2 0 2 Visual (Fribbles) color photos, written names, auditory names, environmental sounds conceptually matched 'animals'
36 56 Hove 2013 pg 316 AV interaction putamen 14 0 1 1 Activation by visual objects ('Fribbles') associated with auditory features (e.g. buzzes, screams) of CTS
37 57 James 2005 Fig 2 12 0 1 1 Videos of human manual actions (e.g. sewing, baking and vs unimodal visual)
38 58 James 2011 Table 1A bi-modal (vs scrambled) 12 4 2 6 Videos of human manual actions (e.g. sewing, baking and vs unimodal visual)
39 59 Jassen 2015 Table 1A emotion > neutral AV enhanced 17 1 1 2 Emotional multisensory whole body and voice expressions: AV emotion (anger and fear) > neutral expressions
40 60 Jassen 2015 Table 3D fear > neutral AV enhanced pooled 2 1 3 3 Emotional multisensory whole body and voice expressions: AV emotion (anger and fear) > neutral expressions
41 61 Jola 2013 Table 1C AV-condition dance 12 3 3 6 New/unfamiliar dance performance (e.g story by conrad wilson) vs with vs without congruent visual/motor correlation
42 62 Kinn 2015 Table 2A AV-C speech semantic match 15 2 0 2 Moving audio-visual speech perception vs white noise and manipulated much multilinguals
43 63 Kim 2009 Figure 2B: gesture related activation increase 14 3 1 1 Unfamiliar gesture-speech vs push and vs speech
44 64 Kirfel 2007 Table 1 voice-face emotion 21 2 3 3 Facial greyness & intonated spoken words, judge emotion (word pairs: A+AV, A+V only)
45 65 Kirfel 2007 Table 5 AV increase effective connectivity 2 1 4 6 Increased MEG connectivity with pSTS and thalamic during AV presentation of non-verbal emotional information
46 66 Lasca 2001 Table 1 7 2 3 5 Emotional multisensory whole body and voice expressions (e.g. movement vs unimodal)
47 67 Matchin 2014 Table 1A AV > Aud-only (McGurk) 20 2 7 2 Emotional audio-visual speech: AV > V only
48 68 Matchin 2014 Table 2 AV > Video only 20 2 6 6 Emotional audio-visual speech: AV > V only
49 70 McIntosh 2009 Table IXA and IPI 12 3 4 5 Videos of meaningless hand gestures and synthetic tone sounds: Increases in functional connectivity with learning
50 71 Meyer 2007 Table 3 paired-AV vs null 16 1 3 6 Paired scene red flashies with phone ring; paired V conditioned stimulus and A (unconditioned) vs null events
51 72 Meyer 2007 Table 4 C+ vs learned AV association with V only pooled 4 1 10 Paired scene flashies with phone ring: View flashes after post-conditioned vs null events
52 73 Mulder 2012 Table 9I affective connectivity changes 29 3 3 7 Emotional facial expression (grinning, laughing): AV integration and rating of sadness
53 75 Naemer 2007 pg 1C 29 0 9 5 BW pictures (animals, birds, instruments, vehicles) & their sounds: congruent vs incongruent (p<0.05)
54 77 Naemer 2011 pg 2B congruent > incongruent 30 0 1 1 BW drawings of objects (living and non) and natural sounds (barking, piano): congruent > incongruent encoding
55 79 Nauber 2014 pg 784 14 1 0 1 Visual/speech congruent vs incongruent AV speech correlated with behavioral percept
56 80 Naumer 2008 Fig 2 Table 1A max contrast 18 8 6 14 Images of 'Fribbles' & learned artificial sounds (underwater animal) vs post-training max contrast
57 81 Naumer 2008 Fig 3 Table 1B prep contrast 18 6 5 11 Images of 'Fribbles' & learned corresponding artificial sounds: Pst vs Pre-training session
58 83 Naumer 2011 pg 3C 10 1 0 1 Photographs of objects (living and non) and named natural sounds
59 85 Ngpony 2008 Table 3 AV congruent sounds/words 17 4 0 4 Speech sound recognition (through priming, environmental sounds and spoken words: Congruent vs Incongruent)
60 86 Ogawa 2013 Table 1 (pg 162-163) 13 1 0 1 AV congruency of pure tone and white dots moving on screen after short TMI
61 87 Ogawa 2013 Table 1 D 3D 2D and sounds, monosensory 16 3 4 7 Cinematic 3D > 2D video and surround sound > monosensory; while watching a movie ('The Three Musketeers')
62 88 Okada 2013 Table 3A A 20 5 4 9 Videos of AV > A speech only
63 89 Olson 2005 Table 1A AV > AV static Vs to only 10 7 1 1 Whole face video & heard words: synchronized AV vs static only
64 90 Olson 2010 Table 1D AV congruent AV > desynchronized AV speech pooled 2 0 2 Whole face video & heard words: Synchronized vs desynchronized
65 91 Park 2013 pg 339 AV congruent effect 15 0 1 1 VIS spatially congruent > semantically matching images of natural objects and associated sounds (right STG)
66 92 Park 2011 Table 2A spatially congruent baseline pooled 5 5 10 Spatially congruent vs baseline
67 93 Park 2010 Table 18 letters & speech sounds 9 2 3 5 Integration of visual letters and corresponding auditory phonetic expressions (MEG study) AV vs AV + V only
68 94 Pepi 2017 Table 2A degraded > clear Multisensory vs unimodal input 29 5 6 11 NV degraded > clear AV vs both visual and auditory unimodal visual-real-world object-in-action recognition
69 95 Petkova 2006 Table 2 (Fig 2) AV integration (AV-A and AV-V) 10 2 1 3 Voice speaking sentences: angry, happy, neutral (AV-A, V)
70 96 Petkova 2006 Table 4A (Fig 5) AV integration & emotion 5 1 4 5 AV faces and spoken sentences expressing fear or neutral valence: AV integration (AV-A vs V only)
71 97 Petkova 2008 Table 4B emotion effects 2 0 2 0 AV facial and spoken sentences expressing fear or neutral valence: Emotional AV fear > AV-neutral
72 98 Petkova 2008 Table 4C (Fig 5) fearful AV integration pooled 1 5 6 6 AV facial and spoken sentences expressing fear or neutral valence: Fearful only AV integration
73 99 Petkova 2008 Table 4D AV only emotion pooled 1 3 4 4 AV faces and spoken sentences expressing fear or neutral valence: AV only emotion

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Table 2F V competition effect A (reduced activity by a visual object)

Table 1B 2 AVtools > AVspeech

Table 3 (Fig 2) passive

Table 1 cartoon jump + boing

Table 1a  letters & speech sounds

Fig 4 illusory multisensory interaction

Table 1C  AV-adaptation effect, cross-modal adaptation effect

Table 1A  AV; A then V; not VA

Table 3A+B (Fig 6)  AV and VA; delay period

Table 2E A effect V (Living & non-living, pictures)

Table 4B integrative regions (Living and non-Living)

Table 2AV semantic recognition vs localization

Table 4 (PET nAV-AV)

Table 1A (Fig 3), AV location match vs semantic

Table 1 AV > baseline (Living and non-Living)

Table 2 AV semantic recognition vs localization

Table 2 (PET nAV-AV)

Table 1 superadditive (AV-salience effect)

Table 3A-B iconic/metaphoric speech-gestures vs speech, gesture

Table 1 AV > baseline (Living and non-Living)

Video of cartoon person jumping & "sonification" of a tone, same correlated pairings: AV-V and AV-A conjunction

Drawing of faces with emotional expressions: Supramodal effects with emotional valence

Integration of iconic and Metaphoric speech-gestures with speech and gesture

Integration of iconic hand gesture-speech > original speech and unimodal gesture (healthy control group)

Integration of facial expression > speech and gesture

Incongruent letters pattern & modulated white noise (blocks); AV interactions predicted by behavior

Familiar letters & their speech sounds: Congruent vs not and stimulus vs Unimodal

Single letters & their speech sounds (phonemes): Congruent vs not and stimulus vs Unimodal

Single brief tone pulse leads to illusion of two screen flashes, parallax with checkerboard when only one flash present

Two visual flashes and single audio bleep leads to the illusion of a single flash

Two visual flashes and single audio bleep lead to the illusion of a single flash

Video of emotional faces and voice: crossmodal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Subadditive AV to task

Drawing of faces with emotional expressions: Supramodal effects with emotional valence

Integration of iconic hand gesture-speech > original speech and unimodal gesture (healthy control group)

Incongruent letters pattern & modulated white noise (blocks); AV interactions predicted by behavior

Familiar letters & their speech sounds: Congruent vs not and stimulus vs Unimodal

Single letters & their speech sounds (phonemes): Congruent vs not and stimulus vs Unimodal

Single brief tone pulse leads to illusion of two screen flashes, parallax with checkerboard when only one flash present

Two visual flashes and single audio bleep leads to the illusion of a single flash

Two visual flashes and single audio bleep lead to the illusion of a single flash

Video of emotional faces and voice: cross-modal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Video of emotional faces and voice: cross-modal adaptation effects

Subadditive AV to task

Drawing of faces with emotional expressions: Supramodal effects with emotional valence
Table 3. Studies included in the Incongruent category for audio-visual interaction

**site meta-analyses.** Results shown in Fig. 3B black hues. Refer to Tables 1 and 2 for other details.

| Study # | Experiment # | First author | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Brief description of experimental paradigm |
|---------|--------------|--------------|------|-----------------------------------------|-----------|---------------------|--------------|--------------|---------------|-----------------------------------------|
| 8       | 10           | Belardinelli | 2004 | Table 2 AV semantic incongruent         | 13        |                     | 2            | 3            |               | Visual images of tools, animals, humans and semantically incongruent vs congruent sounds |
| 12      | 15           | Bonath       | 2013 | pg.116 incongruent                      | 18        |                     | 1            | 2            |               | Visual images of tools, animals, humans and semantically incongruent vs congruent (thalamus) |
| 18      | 18           | Calvert      | 2000 | Table 2 incongruent subjective AVspeech | 10        |                     | 3            | 3            | 6             | Visual clips of natural scenes (animals, humans): Visual vs AV incongruent |
| 21      | 33           | Dehaas       | 2013 | Table 1B V- AV incongruent              | 15        |                     | 2            | 0            | 2             | Visual clips of natural scenes (animals, humans): Visual vs AV incongruent |
| 24      | 38           | Gonzalo      | 2000 | Table 2 inconsistent AV                 | 14        |                     | 4            | 4            | 8             | Learn through face characters & musical chords, activity increases over time to incongruent pairings |
| 25      | 40           | Green        | 2009 | Table 1 incongruent > congruent gesture-speech | 16        |                     | 4            | 5            | 9             | Incongruent vs congruent gesture-speech |
| 26      | 43           | Hanon        | 2013 | Table 2 AV emotion incongruent          | 18        |                     | 1            | 5            | 6 (           | Ineffective audio-visual speech: Incongruent AV emotion vs A, V, or A & V after time (AVCS) |
| 31      | 48           | Hein         | 2007 | Fig. 2A AV incongruent                  | 18        |                     | 0            | 2            | 2             | Visual images of tools, animals and semantically incongruent images vs congruent pairs |
| 32      | 55           | Holroyd      | 2006 | Table 3 incongruent simultaneous matching| 18        |                     | 6            | 10           | 18            | Right-ventral AV pairs (e.g. see drum, hear drum) vs congruent pairs |
| 42      | 69           | Machin       | 2014 | Table 3 MM > AV McGurk                 | 20        |                     | 7            | 13           | 15            | Visual images > AV speech integration |
| 46      | 74           | Muraee       | 2008 | Fig. 4 discordant > congruent AV2Interaction | 28        |                     | 1            | 9            | 1             | Auditory speech (vocalizations) showing activity to consonant versus incongruent stimuli: left mid-STS |
| 48      | 78           | Naghavi      | 2011 | Fig. 2C incongruent > congruent         | 30        |                     | 1            | 2            |               | Right-ventral AV pairs (e.g. see drum, hear drum) vs congruent pairs |
| 50      | 82           | Nautre       | 2008 | Fig. 4 Table 2                         | 18        |                     | 1            | 1            | 2             | Incongruent AV > congruent pararaphasic components |
| 52      | 84           | Peppery      | 2008 | Table 2 AV incongruent > congruent      | 17        |                     | 5            | 2            | 7             | Visual images > AV priming, environmental sounds and spoken words: Incongruent > congruent encoding |
| 68      | 112          | Szyk         | 2009 | Table 1 AV incongruent > AV congruent face > speech | 17        |                     | 7            | 2            | 9             | Incongruent AV face-speech vs congruent AV face-speech |
| 70      | 116          | Taylor       | 2006 | pg. 840 AV incongruent                 | 15        |                     | 1            | 0            | 1             | Color photos (V), environmental sounds (A), spoken words (W): Incongruent (living objects) |
| 72      | 121          | Van Atteveldt| 2007 | Table 4 (Fig 6) active condition, incongruent | 12        |                     | 1            | 8            | 6 (           | Incongruent AV face-speech vs congruent AV face-speech |
| 81      | 136          | Williams     | 2007 | Table 3C-D mismatch hand gestures and speech | 16        |                     | 2            | 1            | 3             | Mismatch of hand gestures (no face) and speech versus correct |

**Note:** Refer to Tables 1 and 2 for other details.
**Table 4.** Locations of significant clusters from the meta-analyses involving Congruent and Incongruent audio-visual paradigms (from Tables 2 and 3). Also indicated are major contributing studies to the ALE meta-analysis clusters, weighted centers of mass \((x, y, \text{and } z)\) in Talairach coordinates, brain volumes \((\text{mm}^3)\), and ALE values. (A) single study Congruent clusters, and (B) single study Incongruent clusters (both corrected FWE \(p < .05\)); plus contrast meta-analyses maps revealing (C) Congruent > Incongruent and (D) Incongruent > Congruent audio-visual interaction sites (both uncorrected \(p < .05\)). The coordinates correspond to foci illustrated in Fig. 3B (black and white hues). Refer to text for other details.

| Condition | Region | Major Contributing Studies | \(x\) | \(y\) | \(z\) | Volume | ALE value |
|-----------|--------|----------------------------|------|------|------|--------|-----------|
| A. Congruent audio-visual stimuli > baseline | L Posterior Superior Temporal Sulcus/Gyrus | 32 (2,4,6-7,10,13,18,19,22,27,31,32,40,42,43,49,50,54,57,60,63,65-67,69,71-74,76,79,82) | -51 | -36 | 9 | 4824 | 0.055 |
| | R Posterior Superior Temporal Sulcus (pSTS) | 27(4,7,13,16,20,23,31,34,40,42,45,50,54,55,57,60,65,66,71,72,73,74,78-80) | 51 | -29 | 10 | 4064 | 0.045 |
| | L Inferior Frontal Cortex (posterior IFC) | 4 (50,52,78-80) | -42 | 7 | 25 | 312 | 0.035 |
| | R Inferior Frontal Cortex (posterior IFC) | 3 (27,44,60) | 46 | 6 | 31 | 216 | 0.034 |
| B. Incongruent audio-visual stimuli > baseline | R Middle Frontal Gyrus / anterior IFC | 3 (31,52,78) | 45 | 14 | 25 | 320 | 0.024 |
| | L Middle Frontal Gyrus / anterior IFC | 3 (8,52,72) | -40 | 11 | 19 | 216 | 0.022 |
| C. Contrast Congruent > Incongruent audio-visual stimuli | R Posterior Superior Temporal Gyrus | 8 (20,40,55,60,65,66) | 52 | -33 | 13 | 1112 | 2.820 |
| | L Posterior Superior Temporal Gyrus | -51 | -42 | 8 | 168 | 2.149 |
| | L Posterior Superior Temporal Gyrus | -49 | -25 | 5 | 72 | 1.862 |
| D. Contrast Incongruent > Congruent audio-visual stimuli | R Inferior Frontal Cortex (Middle Frontal Gyrus) | 4 (31,52,68,72) | 45 | 13 | 25 | 416 | 3.540 |
| | L Inferior Frontal Cortex (area 9) | 2 (8,72) | -41 | 12 | 28 | 392 | 2.911 |
| | L Inferior Frontal Cortex (area 13) | 2 (42,52) | -32 | 20 | 4 | 56 | 1.932 |
Table 5. Studies included in the Living category for audio-visual interaction site meta-analyses. Results shown in Fig. 3C orange hues. Refer to Tables 1-2 and text for other details.

| Study # | Experiment | First author | Year | Type of Experiment | Study Type | Visual only? | Audio only? | Audiovisual? | Congruent | Sensory Congruent | AV > V only | AV > A only | AV > Auditory only | AV > V and AV > A | AV > V and AV > A? | Number of foci | Left hem foci | Right hem foci | Number of foci |
|---------|------------|--------------|------|--------------------|------------|--------------|-------------|-------------|-----------|------------------|-------------|-------------|------------------|-----------------|----------------|----------------|----------------|----------------|----------------|
| 22      | Callan     | Callan       | 2015 | Table 5 AV-Audio (AV10-A15) (AV16-A6) | Visual only | No           | Yes         | Yes         | Yes       | Yes              | No           | No          | No               | Yes             | No             | 9              | 5             | 4             | 8              |
| 23      | Callan     | Callan       | 2015 | Table 6 AV - Visual only | Visual only | No           | Yes         | Yes         | Yes       | Yes              | No           | No          | No               | Yes             | No             | 9              | 5             | 4             | 8              |
| 19      | Cunliffe   | Cunliffe     | 2016 | Table 7A gesture-related activation increase | Visual only | No           | Yes         | Yes         | Yes       | Yes              | No           | No          | No               | Yes             | No             | 9              | 5             | 4             | 8              |
| 20      | Cunliffe   | Cunliffe     | 2016 | Table 7B gesture-related activation increase | Visual only | No           | Yes         | Yes         | Yes       | Yes              | No           | No          | No               | Yes             | No             | 9              | 5             | 4             | 8              |
| 21      | Cunliffe   | Cunliffe     | 2016 | Table 7C gesture-related activation increase | Visual only | No           | Yes         | Yes         | Yes       | Yes              | No           | No          | No               | Yes             | No             | 9              | 5             | 4             | 8              |

*Note: AV = Audiovisual, V = Visual, A = Auditory.*
Table 1 3D > 2D and surround > monaural effects

| Page | Authors | Year | Table/Section | Title/Description |
|------|---------|------|---------------|------------------|
| 54   | Ogawa  | 2013 | Table 1 3D > 2D and surround > monaural | Cinematic 3D > 2D video and surround sound > monaural while watching a movie (“The Three Musketeers”) |
| 55   | Okada  | 2013 | Table 1 AV > A | Video of AV > A speech only |
| 56   | Olson  | 2002 | Table 1A synchronized AV > static Vis-only | Whole face video & heard words: Synchronized AV vs static |
| 57   | Okada  | 2013 | Table 1C synchronized AV > desynchronized AV speech | Whole face video & heard words: Synchronized vs Desynchronized |
| 58   | Robins | 2006 | Table 4A AV integration & emotion | AV faces and spoken sentences expressing fear or neutral valence: AV integration (AV > A conditions) |
| 59   | Robins | 2006 | Table 4B emotion effects | AV faces and spoken sentences expressing fear or neutral valence: Emotional AV fear > AV-neutral |
| 60   | Robins | 2006 | Table 4C fearful AV integration | AV faces and spoken sentences expressing fear or neutral valence: Fearful-only AV integration |
| 61   | Okada  | 2013 | Table 1 cartoon jump + boing | Video of cartoon person jumping & a “renunciation” of a tone, learn correlated pairings: AV-V and AV-A conjunction |
| 62   | Sekiyama | 2003 | Table 3 AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (fMRI) |
| 63   | Sekiyama | 2003 | Table 4 AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (PET) |
| 64   | Sestieri | 2009 | Table 1 AV location match vs semantic | Match location > recognition |
| 65   | Stevenson | 2009 | Table 1B AVtools > AVspeech | Face & speech video: inverse effectiveness (inverted AV tool > AV speech) |
| 66   | Stevenson | 2009 | Table 1C (Fig 8) AVtools > AVtools | Face & speech video: inverse effectiveness (inverted AV tool > AV tool used) |
| 67   | Straube | 2011 | Table 3A-B iconic/metaphoric speech-gestures vs speech, gesture | Integration of iconic and Metaphoric speech-gestures vs speech and gesture |
| 68   | Straube | 2014 | SFG integration foci | Integration of iconic hand gestures speech and unimodal gesture (healthy control group) |
| 69   | Von Kriegstein | 2006 | Fig 48 after > before voice-face | Face and object perception with voice and other sounds: Voice-face interaction learning |
| 70   | Watson | 2014a | Table 1A AV-adaptation effect (multimodal localizer) | AV images (animal, weapon) & environmental sounds. Match location > recognition |
| 71   | Watson | 2014a | Table 1C AV-adaptation effect, cross-modal adaptation effect | AV images (animal, weapon) & environmental sounds. Match location > recognition |
| 72   | Watson | 2014b | Table 4B integrative regions (Living and non-Living) | Moving objects and videos of faces with corresponding sounds. Parallel, selective interactive region |
| 73   | Werner | 2010 | Table 1 superadditive (AV-salience effect) | Drawing of faces with emotional expressions: Supramodal effects with emotional valence |
| 74   | Werner | 2010 | Table 2 AV interactions predict behavior | Drawing of faces with emotional expressions: Supramodal effects with emotional valence |
| 75   | Werner | 2010 | Table 3C superadditive AV due to task | Drawing of faces with emotional expressions: Supramodal effects with emotional valence |
### Table 6. Studies included in the Non-living category for audio-visual interaction site meta-analyses. Results shown in Fig. 3C cyan. Refer to Table 1 and text for other details.

| Study # | Experiment | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Number of foci details. | Study # | Experiment | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Number of foci details. | Study # | Experiment | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Number of foci details. | Study # | Experiment | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Number of foci details. | Study # | Experiment | Year | Experimental code and abbreviated task | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Number of foci details.
Table 7. Locations of significant clusters from the meta-analyses involving Congruent and Incongruent audio-visual experimental paradigms (from Tables 5 and 6), indicating major contributing studies to the ALE meta-analysis clusters, weighted centers of mass (x, y, and z) in Talairach coordinates, brain volumes (mm$^3$), and ALE values. (A) Single study ALE maps for Living (corrected FWE p < .05) and (B) Non-living audio-visual interaction sites (corrected FWE p < .05); plus contrast meta-analyses maps revealing (C) Living > Non-living, and (D) Non-living > Living audio-visual interaction sites (uncorrected p < .05). The coordinates correspond to foci illustrated in Fig. 3C (orange and cyan).

| Condition | Region | Major Contributing studies | x  | y  | z  | Volume | ALE value |
|-----------|--------|-----------------------------|----|----|----|--------|-----------|
| A. Living audio-visual stimuli > baseline | 1 L Superior Temporal Sulcus, posterior (pSTS) | 8 (6,18,32,40,63,65-67) | -50 | -51 | 10 | 1448 | 0.042 |
| | 2 R Superior Temporal Sulcus | 8 (20,31,40,60,65,66,78,79) | 48 | -37 | 12 | 1280 | 0.035 |
| | 3 R Superior Temporal Gyrus (pSTG) | 3 (40,42,45) | 55 | -19 | 7 | 256 | 0.025 |
| | 4 L Superior Temporal Gyrus | 2 (45,49) | -53 | -23 | 7 | 144 | 0.024 |
| B. Non-Living audio-visual stimuli > baseline | 1 R Anterior Insula | 1 (44) | 31 | 19 | 6 | 32 | 0.019 |
| C. Living > Non-living audio-visual stimuli | 1 L Posterior Superior Temporal Sulcus | 2 (40,66) | -50 | -52 | 12 | 408 | 2.054 |
| | 2 R Posterior Superior Temporal Sulcus | 1 (66) | 51 | -35 | 12 | 48 | 1.779 |
| D. Non-living > Living audio-visual stimuli | 1 R Anterior Insula | 1 (44) | 31 | 19 | 6 | 32 | 3.195 |
Table 1A Interaction; speech synchronous

Table 1B McGurk speech

Table 1C emotion

Table 1D fear > neutral AV enhanced

Table 2A AV>C speech semantic match

Table 2B AV increase effective connectivity

Table 2C visual meta

Table 3 Action; speech synchronous

Table 3A AV-Audio (AV10-A10)-(AV6-A6)

Table 3B AV-Audio (AV10-A10)-(AV6-A6)

Table 3C AV speech foreign (left MTG focus)

Table 4A Congruent gesture-speech > gesture or speech

Table 5 AV-Audio (AV10-A10)-(AV6-A6)

Table 5 AV-Audio (AV10-A10)-(AV6-A6)

Table 6 AV - Visual only

Table S1 effective connectivity changes
| 55 | 88 | Okada 2013 | Table 1 AV > A | 20 | 5 | 4 | 9 | Video of AV > A speech only |
| 56 | 89 | Olson 2002 | Table 1A synchronized AV = static Vis-only | 10 | 7 | 4 | 11 | Whole face video & heard words: Synchronized AV vs static |
| 58 | 89 | Olson 2002 | Table 1C synchronized AV = desynchronized AV speech | posted | 2 | 0 | 2 | Whole face video & heard words: Synchronized vs desynchronized |
| 58 | 89 | Ralai 2000 | Table 18 letters & speech sounds | 9 | 2 | 3 | 5 | Integration of visual letters and corresponding auditory phonetic expressions (MSE study) AV vs (A + V) |
| 60 | 95 | Roberts 2008 | Table 2 (Fig 2) AV integration (AV > A and AV > V) | 10 | 2 | 3 | 3 | Face speaking sentences: angry, happy, happy, neutral (AV > A, AV > V) |
| 60 | 95 | Roberts 2008 | Table 4b emotion effects | posted | 2 | 0 | 2 | AV faces and spoken sentences expressing fear or neutral valence: AV integration (AV > A) conditions |
| 60 | 95 | Roberts 2008 | Table 4c (Fig 5) fearful AV integration | posted | 1 | 5 | 6 | AV faces and spoken sentences expressing fear or neutral valence: Fearful-only AV integration |
| 65 | 99 | Roberts 2008 | Table 4D AV-only emotion | posted | 1 | 3 | 4 | AV faces and spoken sentences expressing fear or neutral valence: AV-only emotion |
| 63 | 104 | Sekiyama 2003 | Table 3 (fMRI nAV-AV) | 8 | 1 | 0 | 1 | Video of AV > A speech only |
| 65 | 109 | Stevenson 2009 | Table 1C (Fig 8) AVspeech > AVtools | 11 | 1 | 1 | 2 | Integration of iconic and metaphoric speech-gestures vs speech and gesture |
| 66 | 110 | Straube 2011 | Table 3a-B iconic/metaphoric speech-gestures vs speech, gaze | 16 | 2 | 2 | 4 | Integration of iconic hand gestures < speech > GV and unimodal speech and unimodal gesture (healthy control group) |
| 67 | 111 | Straube 2014 | uSP8 Integration foci | 16 | 3 | 0 | 3 | Integration of iconic hand gestures < speech > GV and unimodal speech and unimodal gesture (healthy control group) |
| 71 | 118 | Van Atteveldt 2004 | Table 1a letters & speech sounds | 16 | 3 | 1 | 4 | Single letters & their speech sounds: Congruent vs not and Unimodal vs Unimodal |
| 71 | 119 | Van Atteveldt 2007 | Table 2A-B (Fig 2) | 12 | 3 | 2 | 5 | Single letters & their speech sounds: Congruent vs Incongruent: Passive perception, blocked and event-related task |
| 71 | 120 | Van Atteveldt 2007 | Table 3 (Fig 2) passive | posted | 1 | 1 | 2 | Single letters & their speech sounds: Congruent vs Incongruent: Passive perception, blocked and event-related task |
| 79 | 122 | Van der Wyk 2010 | Table 2B STS; specific adaptation congruent > incongruent | 16 | 3 | 1 | 4 | Single letters & their speech sounds: Congruent vs Incongruent: Specific adaptation effects |
| 79 | 123 | Van der Wyk 2010 | Table 2B AV interaction effects oval/oval-speech/speech, vs oval/oval | 16 | 3 | 3 | 6 | Single letters & their speech sounds: Congruent vs Incongruent: Specific adaptation effects |
| 74 | 124 | Von Kriegstein 2006 | Fig 4B after > before voice-face | 14 | 0 | 4 | 4 | Face and Olfactory stimuli with voice and other sounds: Voice-face association learning |
| 78 | 128 | Watson 2014a | Table 1A AV-adaptation effect (multimodal localizer) | 18 | 0 | 1 | 1 | Visual adaptation faces and voice: multimodal localizer effects |
| 79 | 132 | Watson 2014a | Table 1C AV-adaptation effect, cross-modal adaptation effect | posted | 0 | 1 | 1 | Visual adaptation faces and voice: cross-modal adaptation effects |
| 82 | 137 | Wolf 2014 | Table 1 face cartoons + phonemes | 16 | 1 | 1 | 2 | Drawing of faces with emotional expressions: Supramodal effects with emotional valence |
Table 9. Studies included in the Actions category for audio-visual interaction site

**meta-analyses.** Results shown in Fig. 3D yellow. Refer to Tables 1-2 and text for other details.

| Study # | Experiment # | # Subjects | Multiple experiments | Left hem foot | Right hem foot | Number of foci |
|---------|--------------|------------|----------------------|---------------|---------------|---------------|
| 13      | 19           | First author | Year | Experimental code and abbreviated task | 205 | 50 | 50 | 100 | Brief description of experimental paradigm |
| 6       | 7            | Beauchamp 2004a | Fig 3J-K, Table 1 | 1st 2 foci only | 26 | 2 | 0 | 2 | High resolution version of 2004a study: AV > A,V |
| 7       | 8            | Beauchamp 2004b | Table 1 | 1st coordinates | 8 | 1 | 1 | 2 | Colored images of tools, animals, humans and semantically congruent vs non-congruent stimuli |
| 8       | 9            | Belardinelli 2004 | Table 1 | AV semantic congruence | 13 | 6 | 6 | 12 | Video of tools, musical objects, e.g. sawing: auditory and visual stimuli vs scrambled AV |
| 27      | 44           | Hasegawa 2004 | Table 1A (well trained piano) | AV induced by V-only | 26 | 12 | 6 | 18 | Piano playing, well shaped gestures, tapping hand movements to sequencies of tools |
| 35      | 58           | James 2011 | Table 1B | AV spatial congruent-baseline | 12 | 4 | 2 | 6 | Visual or tactile manual actions (e.g. seeing, Auditory and visual (act vs. cross-schema AV) |
| 37      | 61           | Asai 2012 | Table 1C | AV > A, Vcondition dance | 12 | 3 | 3 | 6 | Hearing transcription performance (tells a story to patient) with vs without music: using intersubject correlation |
| 47      | 75           | Naghavi 2007 | Fig 1C | 23 | 0 | 3 | 3 | 5 | BW pictures (tools, tools, instruments, vehicles) & their mapping vs baseline |
| 57      | 91           | Bank 2012 | Table 1 | AV congruent effect | 15 | 0 | 1 | 1 | AV spatially congruent > semantically matching images of non/A objects and associated sounds: (right STG) |
| 58      | 92           | Bank 2012 | Table 2A | Spatially congruent-baseline | 12 | 3 | 2 | 7 | Visual of cartoon person jumping & "sonification" of a tone, hem correlated savings: AV > A,V and AV-A conjunction |
| 60      | 100          | Schewl 2003 | Table 1 | AV > A, V condition match vs baseline | 16 | 7 | 2 | 3 | Visual of cartoon person jumping & "sonification" of a tone, hem correlated savings: AV > A,V and AV-A conjunction |
| 61      | 101          | Schewl 2011 | Table 2A | Spatially congruent | 12 | 3 | 4 | 7 | Environmental sounds & matching pictures: reduced activity vs A |
| 62      | 102          | Schewl 2011 | Table 2A | Effect of a visual object (reduced activity by a visual object) | 12 | 3 | 4 | 7 | Environmental sounds & matching pictures: reduced activity vs V |
| 63      | 103          | Schewl 2011 | Table 2B | AV spatial congruent-baseline | 12 | 3 | 5 | 10 | Visual images (bananas, weapons) & environmental sounds: spatially congruent vs baseline |
| 64      | 106          | Seebier 2006 | Table 1 | AV location match vs semantic | 12 | 2 | 5 | 7 | Visual images & environmental sounds: congruent semantic recognition > localization task |
| 107     | 107          | Seebier 2006 | Table 2 | AV spatial congruent-baseline | 12 | 2 | 1 | 3 | Visual images & environmental sounds: congruent semantic recognition > localization task |
| 65      | 108          | Stevenson 2009 | Table 1B | AV > V | 12 | 1 | 1 | 2 | Visual images & environmental sounds: congruent semantic recognition > localization task |
| 80      | 133          | Werner 2010 | Table 1 | AV > A, Vcondition match vs baseline | 21 | 0 | 3 | 3 | Visual images & environmental sounds: congruent semantic recognition > localization task |
| 134     | 134          | Werner 2010 | Table 2 | AV interactions predict behavior | 21 | 0 | 3 | 3 | Visual images & environmental sounds: congruent semantic recognition > localization task |
| 135     | 135          | Werner 2010 | Table 3 | AV > A, Vcondition match vs baseline | 21 | 0 | 3 | 3 | Visual images & environmental sounds: congruent semantic recognition > localization task |
Table 10. Studies included in the Emotional audio-visual interaction site meta-analyses. Most of these studies used vocalizations as auditory stimuli, and thus was included as a subset of the congruent vocalization category with results shown in Fig. 3D violet hues. Refer to Tables 1-2 and text for other details.

| Study # | Experiment # | # Subjects | Multiple experiments | Left hem foci | Right hem foci | Number of foci | Brief description of experimental paradigm |
|---------|--------------|------------|-----------------------|---------------|---------------|----------------|---------------------------------------------|
| 5       |              | 13         |                       |               |               |                | Table 1C emotion                             |
| 23      |              | 36         | 23                    | 1             | 2             | 3              | First author                                     |
| 26      |              | 42         | 18                    | 5             | 3             | 8              | Hagan                                           |
| 36      |              | 59         | 17                    | 1             | 1             | 2              | Jessen                                         |
| 60      |              | 60         | pooled                | 2             | 1             |                | Jessen                                         |
| 37      |              | 61         | 12                    | 4             | 3             | 9              | Hagan                                          |
| 40      |              | 64         | 24                    | 1             | 2             | 3              | Kraleffs                                      |
| 65      |              | 65         |                      |               |               |                | Kraleffs                                      |
| 48      |              | 73         | 27                    | 4             | 3             | 6              | Muller                                         |
| 60      |              | 97         | 30                    | 2             | 0             | 2              | Robins                                         |
| 98      |              | 98         | 55                    | 1             | 5             | 6              | Robins                                         |
| 99      |              | 99         | 80                    | 1             | 3             | 4              | Robins                                         |
| 78      |              | 129        | 18                    | 0             | 1             | 1              | Watson                                         |
| 82      |              | 137        | 16                    | 1             | 1             | 2              | Wolf                                           |
Table 11. Locations of significant clusters from the meta-analyses involving Vocalizations and Non-vocal audio-visual experimental paradigms (from Tables 8, 9 and 10), indicating major contributing studies to the ALE meta-analysis clusters, weighted centers of mass (x, y, and z) in Talairach coordinates, brain volumes (mm$^3$), and ALE values. (A) Single study ALE maps for Vocalizations (corrected FWE p < .05) and (B) Action stimuli (corrected FWE p < .05), plus (C) contrast maps revealing interaction sites involving Vocalization > Action and (D) Action > Vocalization auditory stimuli (both uncorrected p < .05). A subset of the Vocal/Living audio-visual stimuli also entailed (E) emotionally valent audio-visual stimuli, which was conducted as a single study ALE map (corrected FWE p < .05). TTG = transverse temporal gyrus (aka HG = Heschl’s gyrus). The coordinates correspond to foci illustrated in Figure 3D (red, yellow and violet hues).

| Condition | Region | Major Contributing studies | x   | y   | z   | Volume | ALE value |
|-----------|--------|-----------------------------|-----|-----|-----|--------|-----------|
| A. Vocal audio-visual stimuli > baseline | R Superior Temporal Sulcus | 1(20,22,26,31,40,42,45,50,55,58,60,65,66,71,72,74,78,79) | 50  | -32 | 11  | 3040   | 0.041    |
|          | L Superior Temporal Sulcus (posterior), BA 22 | 9(18,22,40,63,66,67,71,73,74) | -54 | -47 | 11  | 1328   | 0.034    |
|          | L Superior Temporal Sulcus, BA 41 | 7(12,21,42,45,50,72) | -49 | -21 | 7   | 1200   | 0.035    |
|          | L Superior Temporal Gyrus (posterior), BA 41 | 4(45,50,60,65) | -47 | -37 | 11  | 376    | 0.030    |
| B. Non-vocal (living) audio-visual stimuli > baseline | L Fusiform Gyrus (inferior-medial) | 1(62) | -28 | -54 | -14 | 8      | 0.017    |
| C. Vocal > Non-vocal audio-visual stimuli | R Posterior Superior Temporal Sulcus | 7(31,40,60,65,66,78,79) | 46  | -37 | 13  | 976    | 2.530    |
|          | R Posterior Superior Temporal Gyrus | 54  | -26 | 8   | 8    | 1.672  |
| D. Non-vocal > Vocal audio-visual stimuli | L Fusiform Gyrus (inferior-medial) | 1(62) | -28 | -54 | -14 | 8      | 2.400    |
| E. Emotionally valent (mostly vocal) > Non-emotional stimuli | R Posterior Superior Temporal Gyrus | 3(26,37,45) | 58  | -21 | 8   | 152    | 2.391    |
Table 12. Studies included in the Dynamic-visual stimuli category for audio-visual interaction site meta-analyses. Results shown in Fig. 3E blue. Refer to Tables 1-2 and text for other details.

| Study # | Experiment # | First author | Year | Brief description of experimental paradigm |
|---------|--------------|--------------|------|------------------------------------------|
| 17      | 1            | James        | 2003 | Emotional multisensory whole body and voice expressions: AV emotion (anger and fear) > neutral expressions |
| 18      | 1            | James        | 2003 | Multisensory enhancement correlated with behavioral results |
| 19      | 1            | James        | 2003 | Visual intact versus scrambled, AV event selectivity |
| 20      | 1            | James        | 2003 | Video of human manual actions (e.g. sawing): Auditory and Visual intact versus scrambled, AV event selectivity |
| 21      | 1            | James        | 2003 | Gesture-speech integration: Bimodal gesture-speech vs aximodal gesture vs visual only |
| 22      | 1            | James        | 2003 | Gesture-integration: Bimodal gesture-speech vs unimodal gesture-speech |
| 23      | 1            | James        | 2003 | Gesture-speech integration: Bimodal gesture-speech vs unimodal gesture-speech |
| 24      | 1            | James        | 2003 | Gesture-speech integration: Bimodal gesture-speech vs unimodal gesture-speech |
| 25      | 1            | James        | 2003 | Gesture-speech integration: Bimodal gesture-speech vs unimodal gesture-speech |
| 26      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 27      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 28      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 29      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 30      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 31      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 32      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 33      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 34      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 35      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 36      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 37      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 38      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 39      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 40      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 41      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 42      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 43      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 44      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 45      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 46      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 47      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 48      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 49      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 50      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 51      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 52      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 53      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 54      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 55      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 56      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 57      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 58      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 59      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 60      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 61      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 62      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 63      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 64      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |
| 65      | 1            | James        | 2003 | Multisensory enhancement to visual speech in noise correlated with behavioral results |

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| Study | Year | Table | Subjects | Task Details |
|-------|------|-------|----------|-------------|
| Lewis  | 2000 | Table 1 |  | Compare speed of tone sweeps to visual dot coherent motion: bimodal vs unimodal |
| Matchin | 2014 | Table 1 | AV -> Aud only (McGurk) | 20 | 2 | 3 | 5 | McGurk audio-visual speech: AV > A only |
| Matchin | 2014 | Table 2 | AV > Video only | 9 | 6 | 15 | McGurk audio-visual speech: AV > V only |
| McNamara | 2008 | Table 8 | BA44 and IPL | 12 | 2 | 2 | 4 | Videos of meaningless hand gestures & synthetic tone sounds: Increases in functional connectivity with learning |
| Lin | 2012 | Table 764 |  | 14 | 1 | 0 | 1 | Audio effect phonemes: congruent AV speech-correlated with behavioral percept |
| Okawa | 2013a | Table 1 | 3D > 2D and surround > monocular effects | 16 | 3 | 4 | 7 | Videos of AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (PET) |
| Seshadri | 2013 | Table 1 | AV > A | 20 | 5 | 4 | 9 | Videos of AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (PET) |
| Olson | 2002 | Table 3 | AV-adaptation effect, cross-modal adaptation effect | 10 | 7 | 4 | 11 | Whole face video & heard words: Synchronized AV vs static V |
| Olson | 2002 | Table 3 | AV > Aud only (McGurk) | 2 | 0 | 2 |  | Whole face video & heard words: Synchronized AV vs static V |
| Rejenbogen | 2017 | Table 2A | degraded AV speech & static visual stimuli | 29 | 5 | 6 | 11 | Degraded AV speech & static visual stimuli |
| Robins | 2006 | Table 2 | AV integration (AV > A and AV > V) | 10 | 2 | 1 | 3 | Fearful & happy speech, emotional AV > AV (PET) |
| Robins | 2006 | Table 4 | (Fig 5) AV integration & emotion | 1 | 4 | 5 |  | AV faces and spoken sentences expressing fear and neutral valence: Emotional AV-fear > AV-neutral |
| Robins | 2006 | Table 4 | emotion effects | 2 | 0 | 2 |  | AV faces and spoken sentences expressing fear and neutral valence: Emotional AV-fear > AV-neutral |
| Robins | 2006 | Table 4 | fearful AV integration | 1 | 5 | 6 |  | AV faces and spoken sentences expressing fear and neutral valence: Emotional AV-fear > AV-neutral |
| Robins | 2006 | Table 4 | only emotion | 1 | 3 | 4 |  | AV faces and spoken sentences expressing fear and neutral valence: Emotional AV-fear > AV-neutral |
| Schwal | 2009 | Table 1 | cartoon | 16 | 1 | 2 | 3 | AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (PET) |
| Sokiyama | 2003 | Table 3 | (PET) nCV-AV | 8 | 1 | 0 | 1 | AV speech, McGurk effect with phonemes (ba, da, ga) and noise modulation: noise-AV > AV (PET) |
| Stevenson | 2009 | Table 1B | AVtools > AVspeech | 11 | 1 | 1 | 2 | Hand in meg: integration effect & increasing, degraded AV speech & AV speech (PET) |
| Stevenson | 2009 | Table 1C | (Fig 8) AVspeech > AVtools | 1 | 1 | 2 |  | Hand in meg: integration effect & increasing, degraded AV speech & AV speech (PET) |
| Strube | 2011 | Table 3A | (Fig 2) AV integration faci | 16 | 3 | 0 |  | Integration of iconic and metaphorical speech-gesture vs speech & gesture |
| Strube | 2014 | Table 3B | iconic/metaphoric speech-gesture vs speech, gesture | 16 | 3 | 0 |  | Integration of iconic and metaphorical speech-gesture vs speech & gesture (healthy control group) |
| Van der Wyk | 2010 | Table 2 | AV interaction effects oval/circles+speech/nonspeech | 16 | 3 | 3 |  | Integration of iconic and metaphorical speech-gesture vs speech & gesture (healthy control group) |
| Watson | 2014a | Table 1 | AV-adaptation effect (multimodal localization) | 18 | 1 | 1 | 1 | Videos of emotional faces and voice: multisensory localization |
| Watson | 2014a | Table 1 | AV-adaptation effect, cross-modal adaptation effect | 1 | 1 | 1 | 1 | Videos of emotional faces and voice: cross-modal adaptation effects |
| Watson | 2014 | Table 1 | AV > baseline (Living and non-Living) | 40 | 3 | 3 | 8 | Moving objects and voices of faces with corresponding sounds: AV-baseline |
| Watson | 2014 | Table 4 | integrative regions (Living and non-Living) | 5 | 2 | 4 |  | Moving objects and voices of faces with corresponding sounds: Integrative regions (AV > A) |
| Watson | 2014a | Table 4 | (Fig 5) integrative regions (Living and non-Living) | 0 | 1 | 1 |  | Moving objects and voices of faces with corresponding sounds: Integrative regions (AV > A) |
| Werner | 2010 | Table 1 | superadditive (AV-salience effect) | 21 | 0 | 3 | 3 | Categorization of actions with tools or musical instruments (degraded stimuli). AV interactions both tasks |
| Werner | 2010 | Table 2 | AV interactions predict behavior | 1 | 2 | 3 |  | Categorization of actions with tools or musical instruments. AV interactions predicted by behavior |
| Werner | 2010 | Table 3 | superadditive AV due to task | 3 | 0 | 3 |  | Categorization of actions with tools or musical instruments. AV interactions predicted by behavior |
### Table 3. Studies included in the Static-visual stimuli category for audio-visual interaction site meta-analyses. Results shown in Fig. 3E pink. Refer to Tables 1-2 and text for other details.

| Study # | Experiment | Year | First author | Left hem foci | Right hem foci | Number of foci | Brief description of experimental paradigm |
|---------|------------|------|--------------|--------------|--------------|--------------|------------------------------------------------|
| 26      | 39         | 2000 | Adams        | 5            | 6            | 12           | Test 1 Table 3. AV+ V aud coord only, congruent vs incongruent visual feature names (words with pictures vs environmental sounds) |
| 27      | 39         | 2000 | Belardinelli | 13           | 6            | 12           | Table 1 AV semantic congruence |
| 28      | 39         | 1999 | Calvert      | 5            | 3            | 7            | Table 1 (Fig 1) face images of 'facial' and 'animal' characters for congruent vs incongruent AV animal sounds |
| 29      | 39         | 2000 | Giazotto      | 14           | 1            | 2            | Table 3 AV inconsist vs Aud, learned Mandarin & Russian words & nonwords, congruent vs incongruent AV connotative images |
| 30      | 39         | 2000 | Giazotto      | 14           | 1            | 2            | Table 3 AV inconsist vs Aud, learned Mandarin & Russian words & nonwords, congruent vs incongruent AV connotative images |
| 31      | 39         | 2007 | Hein         | 18           | 0            | 1            | Fig 2B AV-animals/living, loss of semantic functions with emotional valence, AV images of objects (frogs) & animal vocalizations vs environmental sounds, & animate vs inanimate images |
Table 14. Locations of significant clusters from the meta-analyses involving Dynamic-visual and Static-visual audio-visual experimental paradigms (from Tables 12 and 13), indicating major contributing studies to the ALE meta-analysis clusters, weighted centers of mass (x, y, and z) in Talairach coordinates, brain volumes (mm$^3$), and ALE values. Single study ALE maps for (A) Dynamic-visual stimuli (corrected FWE p < .05) and (B) Static-visual stimuli (non-moving images) (corrected FWE p < .05), plus (C) contrast maps of interaction sites revealing Dynamic-visual > Static-visual, and (D) Static-visual > Dynamic-visual audio-visual stimuli (both uncorrected p < .05). The coordinates correspond to foci illustrated in Figure 3E (blue and pink hues).

| Condition | Region | Major Contributing studies | x   | y   | z   | Volume | ALE value |
|-----------|--------|-----------------------------|-----|-----|-----|--------|-----------|
| A. Dynamic-visual audio-visual stimuli > baseline | R Posterior Superior Temporal Sulcus | 9 (20,40,60,65,66,74,78,79) | 48  | -36 | 11  | 312    | 0.037    |
|          | L Posterior Superior Temporal Sulcus | 6 (18,40,65,66,67,79) | -51 | -49 | 10  | 928    | 0.035    |
|          | L Posterior Superior Temporal Gyrus | 2 (22,74) | -58 | -58 | 12  | 136    | 0.027    |
|          | R Superior Temporal Gyrus | 58 -17  | 8   | 32  | 0.024 |
| B. Static-visual audio-visual stimuli > baseline | L Transverse Temporal Gyrus / Planum Temporale | 5 (31,45,50,57,72) | -47 | -22 | 7   | 552    | 0.031    |
|          | R Superior Temporal Gyrus / Planum Temporale | 2 (45,72) | 53  | -20 | 8   | 288    | 0.023    |
|          | R Superior Temporal Gyrus | 58 -29  | 11  | 120 | 0.021 |
| C. Dynamic-visual > Static-visual audio-visual stimuli | R Superior Temporal Gyrus/Sulcus | 1 (40,60,60,66) | 46  | -37 | 12  | 392    | 2.287    |
| D. Static-visual > Dynamic-visual audio-visual stimuli | L Superior Temporal Gyrus / Planum Temporale / TTG | 4 (31,50,57,72) | -46 | -22 | 7   | 480    | 2.620    |
|          | R Superior Temporal Gyrus (posterior) | 58 -28  | 11  | 128 | 2.308 |
|          | R Superior Temporal Gyrus/Sulcus | 52 -20  | 3   | 64  | 2.254 |
|          | R Transverse Temporal Gyrus | 50 -18  | 8   | 24  | 1.739 |
|          | R Transverse Temporal Gyrus | 52 -18  | 12  | 1.863 |
ACKNOWLEDGMENTS

This work was supported by the National Institute of General Medical Sciences of the National Institutes of Health (NIGMS) CoBRE grant GM103503 to the Centers for Neuroscience of West Virginia University, and affiliated WVU Summer Undergraduate Research Internships, plus an Internship for Medical Students through the National Institute of General Medical Sciences, U54GM104942-02.

Appendix A. List of all 137 experimental coordinates from the 82 studies after converting all to afni-TLRC coordinates using GingerALE software. The number of subjects are also indicated. The coordinate sets were used to derive all of the meta-analyses of the present study.

Supplementary Online materials. The volumetric data used to illustrate the regions of interest in Figure 3 are contained here in the form of nii (“nifty”) files that emerge from the GingerALE software. They are in afni-TLRC coordinate space.
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