

# A<sup>3</sup> CODER GUIDE

\*denotes ranged event

## PASS 1: Use Standard Playback Mode

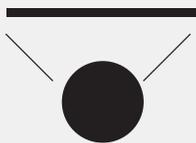
**\*Non-Child Audio:** Durations when audio/sound made & see on bars (you can hear it) and is NOT coming from the child /overlaps with child with child's sounds OR sound caught on volume bars, but is not identified as from child (unknown source). Include REGULAR heavy breathing. Mark whole segment if "contaminated"

## PASS 2: Use Interval Payback Mode (Continuous Playback)

**Smiling:** When the child appears to be smiling during the past 3 seconds, and in the past 3 seconds, we at some point could see his face.

**No Face:** Can not see face (to determine smile) at all in the past 3 sec.

**Oriented @ Screen:** When the child, in the past 3 seconds, was facing towards the screen within 90 degrees. Spinning through the 90 degree arc should not be counted. Rather, time where the facing direction is within the arc for at least a "moment."



**Auditory Focus:** During the time frame, did the child get closer in proximity to, or touch the speaker. OR Child is not in the visual arc, in response to computer sounds, orient to the visual arc.

## PASS 3: Use Standard Playback Mode

Use a 2 second pause between end and start to delineate between vocalizations  
Also mark sounds even if not recorded by computer

**\*Laugh:** The sound should NOT be able to be transcribed as a speech like vocalization. To qualify as laughter it needs to be paired with a positive affect.

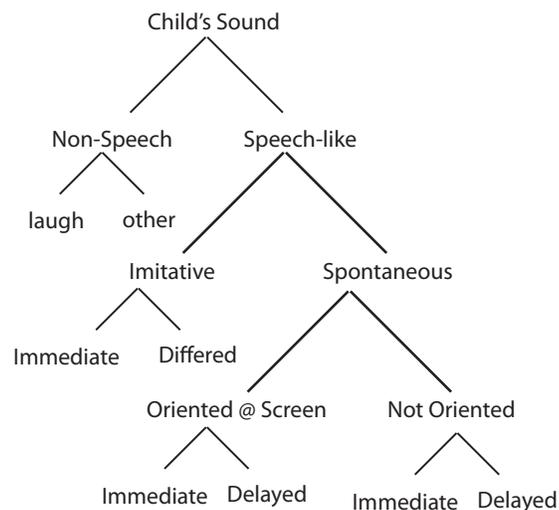
**Non-Speech Vocalization:** When a vocalization made is non speech, and is not a laugh. Includes gulps, screech, grunt, lip pops, ticks, heavy sighs, etc. Lasts for 2 seconds before code again.

**\*Speech Like Vocalizations:** When a vocalization is made by the child, the phonetic construction of the sound should be noted as an event. Marked at the start of the sound  
Use the annotation hotkey to write the sound made  
New Sounds are formed by gap of 2 seconds, OR separated by a non-speech sound, or laugh, or computer sound (while the child is not making a speech-like sound).

**Turn taking:** the computer makes a sound, and then the child starts sound if nucleus of final syllable (vowel) has been initiated  
**Speech Like Sounds Only**

**BIGmack Switch:** When a child presses the switch, mark this at the start of the press. Do not mark when switch is pressed by anyone else.

For each speech like vocalization mark one of the following Correspondences.



**Spontaneous:** creating a non-imitative vocalization

**I+S spontaneous** (Immediate, Oriented @ Screen, Spontaneous): while oriented towards screen (within in 2 seconds of starting sound), speaker, within 5 seconds of end of source sound

**D+S spontaneous** (Delayed, Oriented @ Screen, Spontaneous): while oriented towards screen (within in 2 seconds of starting sound), speaker, after 5 seconds of end of source sound

**I spontaneous** (Immediate Spontaneous): while NOT oriented towards screen (within in 2 seconds of starting sound), speaker, within 5 seconds of end of source sound

**D spontaneous (Delayed):** while NOT oriented towards screen (within in 2 seconds of starting sound), speaker, after 5 seconds of end of source sound

**Imitative:** the child attempts to echo or repeat a sound previously heard/made by computer or human. Must match 50% of phonemes of ATTEMPTED target OR same number of syllables as whole. Target resets after each new non-child sound. Cannot imitate self OR echoed sound

**Differed imitation:** time frame for Differed Imitation ends after a new sound is made by speaker, or researcher

**Immediate imitation:** within 5 seconds from source

## PASS 4: Drag Position for fast skim

**\*Time In Chair:** marking times during the video when the child is seated in the chair. This includes having the child's butt on the chair, 2 legs on the chair (ie. sitting cross-legged, sitting on feet) or otherwise in the chair in a manner generally deemed "sitting". Not included is one leg on chair, one leg standing.