COGNITION CODING MANUAL—REVISED:
INTERACTION BETWEEN DISABLED AND NONDISABLED COLLEGE STUDENTS

C.S. FICHTEN, J. G. MARTOS, K. ROBILLARD, V. TAGALAKIS
Dawson College, Montreal, Quebec,
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Summary of Codes

1. **S+1** WANTING CONTACT WITH THE OTHER (No doing or saying is involved)
2. **S+2** KNOWING WHAT TO SAY OR DO (WHETHER I KNOW NOT TO ASK A QUESTION OR TO ASK)
3. **S+3** POSITIVE CONSEQUENCES
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5. **S-1** WANTING TO AVOID CONTACT WITH THE OTHER
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Subcode Definitions

SELF $-$ POSITIVE

S+1 <u>WANTING</u> <u>CONTACT</u> <u>WITH</u> <u>THE</u> <u>OTHER</u> (No doing or saying is involved)
any thoughts which <u>clearly</u> indicate contact is desired or that contact
will be sought out.

- I want to get to know him (1)
- I am interested in getting to know her (2)

S+2 <u>KNOWING</u> <u>WHAT</u> <u>TO</u> <u>SAY</u> <u>OR</u> <u>DO</u> <u>(WHETHER</u> <u>I</u> <u>KNOW</u> <u>NOT</u> <u>TO</u> <u>ASK</u> <u>A</u> <u>QUESTION</u> <u>OR</u> <u>TO</u> <u>ASK)</u>
implies that one knows what to say or do (or what not to say or do) to
achieve desirable consequences or to avoid negative or undesirable ones.
Knowing the positive consequences of one's acts. Do not code S+2 if
knowing what to do is to avoid the person, then code S-1.

- I'll go over (1)
- I'll say hello (2)
-I'll try to convince her (3)
- I'm going to try to encourage him (4)
- I'm going to stop talking and give her a chance to talk (5)
- I should invite him (6)
- I won't ask him right now (7)
- On second thought, maybe I'll ask him and say "If you don't mind my
  asking" or "you don't have to answer me if you don't want to" (8)
- If that doesn't get us anywhere, I would find a casual way of excusing
  myself (9)
- Worst comes to worse, I'll talk to him about what a dumpy school ... (10)
- I should start by going around the subject and then lead up to it if I
  think he won't mind (11)
- I'll just mind my own business (12)
- Come on Dan (referring to himself), say something (13)
- I'd just go on talking about something else (14)
- If he says something to me, I will certainly talk to him (15)
- If I like her, I'll ask her to dinner (16)
- If I don't like her, I'll leave (17)
- I already know how he feels so I'm not going to ask (18)
- I should talk to her (19)
- I'll just mind my own business (20)

N.B. Knowing what to say by avoiding asking a question should be coded S+2 (ex. 18).

S+3 <u>POSITIVE</u> <u>CONSEQUENCES</u>

implies positive consequences or outcomes for self. Code S+3 if positive
consequence is tangible (i.e., behavior ot thing) and code S+4 if positive
consequence is more of a thought or feeling.

- I'm sure I'll have a good time (1)
- Others will think I'm a good guy (2)
- I can have a good conversation with him/her (3)

S+4 POSITIVE AFFECT AND MORE COMFORTABLE

implies that self feeling good; thoughts which make one more comfortable in the situation.

- I'm happy to help (1)
- I'm a good person (2)
- I am glad ... (3)
- It's nice to feel needed (4)
- I'll feel good/pleased (5)
- I managed to do that well (6)
- I can make her feel more comfortable (7)
- I'm pleased to see her (8)
- I like him (9)
- Just be yourself (10)
- What can I lose (11)
- I'm sure it's OK to ask (12)
- No sweat/ no problem (13)
- I know she'd understand (14)
- I can always try (15)
- If she doesn't want to talk to me, she can always move (16)
- No harm in trying (17)
- I guess (I'm sure) she won't mind (18)
- I hope she will trust me (19)
- I hope she likes me (20)
- I hope she thinks I'm nice (21)
- Everyone else is amused when I say that (22)
- He can't expect people not to be curious (23)
- If I ask she probably won't be insulted (24)
- If she doesn't want to talk to me, then she doesn't have to tell me (25)
- She must have talked about it many time before with her other friends (26)
- She's probably used to being asked about the wheelchair and we're having a deep conversation (27)
- If we talked deeply enough about our lives, she will open up and tell me about how she feels to be in a wheelchair (28)
- After all we have met before (29)
- She wouldn't mind my asking (30)
- I would get over my feelings (31)
- I think that he thinks I'm a good person (32)

N.B. Meta communication = I think that he thinks or I think that he thinks that I think, should be coded S not O (i.e., S+4 and not O+2).

S-1 WANTING TO AVOID CONTACT WITH THE OTHER

any thoughts which clearly indicate that no contact is desired or that contact will be avoided or terminated at the earliest opportunity.

- I want no contact (1)
- I'll pretend I didn't see him (2)
- I'll go the other way (3)
- I'll make an excuse and leave (4)
- I should leave (5)
- I hope he leaves (6)
- I'll make it look like I have something to do and not just sit there (7)
- If too much time passes, I might say I can't wait and leave (8)

S-2 NOT KNOWING WHAT TO SAY OR DO OR UNCERTAINTY ABOUT KNOWING WHAT TO SAY

implies that one does not know what to say or do to achieve desirable consequences or to avoid undesirable or negative ones. Not knowing what will happen if one does something. Do not code S-2 if no saying or doing is involved. If subject is not sure if something is a good idea because of an uncertainty as to whether there will be a positive or negative consequence for self or other code S-2. Ex: If I do X will he feel good or bad. Also see ex. 18.

- I wish I knew whether he wants company (1)
- Should I do this or that (2)
- I don't know what to do (3)
- Should I ask or not (4)
- If I do that will he feel good or bad (pleased or angry) (5)
- Will he be able to handle it or should I do something else (6)
- I don't know what to say (7)
- I don't know if he wants company or if he wants to be alone (8)
- How will he react if I ... (9)
- What will we talk about (10)
- What will he say if I ... (11)
- I wonder if he will mind if I ... (12)
- If I say hello will he think I'm nice or awful (13)
- If I cracked a joke would she just sit here, think I'm nuts or would she laugh (14)
- Should I say you have nice clothes or will he think I'm a fag (15)
- What am I to talk about with this guy for 15 minutes (16)
- If I joke about his cast he might not tell me exactly how he feels and how he got hurt (17)
- Would I be too nosey if I asked her how she broke her leg or would she think I was sweet for asking (18)

S-3 NEGATIVE CONSEQUENCES

implies negative consequences or outcomes for self. If the subject is not
sure if something is a good idea because of possible negative consequences
for self. Code S-3 if negative consequence is tangible (i.e., A behavior
or thing) and Code S-4 if negative consequence is more of a thought or
feeling.

- I'll be stuck doing everything (1)
- I don't want to be responsible for her (2)
- Others will avoid me if I hang around her (3)
- I may have to do his share too (4)
- If I ask her she'll think I'm pushy or she'll say it's none of my
  business (5)
- I don't want to be his shrink (6)
- I would be afraid to ask because he would probably say leave me alone
  and not be my friend (7)

implies that self feeling bad; any thoughts which make one more uncomfortable in the situation. Code S-4 if negative consequence is more of a feeling or a thought than an action or a thing. In addition, when it is not possible to tell whether the other person thinks that one is good or bad (see ex: 16)

- I don't want to appear nosey (1)
- I don't want her to get the wrong idea (2)
- He will think I'm pitying him (3)
- I wonder what he's thinking of me (4)
- She probably thinks I'm pushy (5)
- It's too bad I can't really understand how he feels (6)
- Whenever I see him I get nervous (7)
- I would feel very uncomfortable (8)
- Oh, am I in trouble (9)
- But it's hard for me to sit and talk to him (10)
- I am going to feel nervous (11)
- I should be careful not to offend him (12)
- I'd better not disturb him (13)
- I shouldn't embarras her (14)
- I never understand how others feel (15)
- Does he like me or not (16)
- I'd feel reluctant to ask and scared to ask (17)
- I wish the others did not leave (18)
- I would have felt more comfortable if they would have been here with me (19)
- I don't want to embarass the person by asking them (20)
- I can't blow it now (21)
- I would want to find out more but I'm afraid to ask (22)
- All I'm getting are answers to my questions (23)
- I might be uncomfortable at first (24)
- I'd like to talk to him but I don't know if he'll talk to me (25)
- If I leave she may think I'm rude (26)
- If I stay, she'll think I'm a bore (27)
- She might not trust me enough to tell me (28)
- If I hurt her feelings, she'll dislike me (29)
- Why am I still here (30)
- This could only happen to me (31)
- I'd like to ask but I find it personal (32)
- I wouldn't want to say anything to upset him (33)
- But we don't want him to think that we feel sorry for him (34)
- I hope he will not keep an uncomfortable silence (35)
- I can't ask, I'm shy (36)
- I don't want to say the wrong thing (37)
- I wonder how he'd feel if I said something that everybody must say, how did it happen (38)
- I would feel hypocritical which I'm not trying to be (39)
- If I say something or talk about school she might think that I'm boring (40)
- I hope he's not thinking that I pity him (41) (meta-comm)
- I hope he doesn't think I'm mean (cruel, too curious, interfering) (42) (meta-comm)
- I hope he doesn't feel I'm being friendly because of this situation (43) (meta comm)

Note: meta communication = "I think that he thinks" or "I think that he thinks that I think" should be coded S not 0 (i.e., S-4 and not 0-2).

O+1 POSITIVE CONSEQUENCES FOR OTHER (BOTH TANGIBLE AND INTANGIBLE)

implies positive consequences or outcomes for the other person because of one's acts or the nature of situation.

- She'll liven up if I ... (1)
- He'll feel better when we ask him (2)
- She'll have a ball (3)
- She'll appreciate it (4)
- Maybe she really would like to talk about it (5)

O+2 OTHER IS OK

implies that the other person is capable or likeable or has positive feelings. No pity is shown.

- She is just like everyone else (1)
- She'll manage (2)
- She seems like a nice person (3)
- She is just like me (4)
- He's a person too (5)
- He had the guts to sit with strangers (6)
- Always nice to meet someone nice (If "nice" were "new" then code Ø) (7)
- He is probably an interesting person to talk to (8)

N.B. All meta and half-communications should be coded S+/-4 not O +/-2.

O-1 <u>NEGATIVE</u> <u>CONSEQUENCES</u> <u>FOR</u> <u>OTHER</u> (BOTH TANGIBLE AND INTANGIBLE)

implies negative consequences or outcomes for the other person because of one's acts or the nature of situation.

- She may feel out of place (1)
- He might get upset (2)
- His feelings will be hurt (3)
- She won't enjoy it (4)
- She might feel terrible (5)
- Maybe she doesn't want to talk about it (6)
- Maybe she wants to leave (7)
- She might not feel comfortable around me anymore (8)
- He may not appreciate the things I'll do for him (9)
- Would she get offended (10)

O-2 <u>OTHER</u> <u>IS</u> <u>NOT</u> <u>OK</u>

implies that the other person is not capable or likeable or has negative feelings. He is to be pitied.

- I feel sorry for him (1)
- He can't do anything (2)
- It must be really hard for her (3)
- He has few friends (4)
- She must be shy (5)
- She must be having a tough time (6)
- He probably feels embarassed (not due to one's actions) (7)
- This guy needs attention and someone to talk to (8)
- It must be hard for him to make friends (9)
- Poor him (10)
- There are many things you can't do in a wheelchair (11)

N.B. All meta and half meta communication should be coded S+ or -4 not O+ or -4. Also, explicit or implicit criticism of other and anger at other are also coded O-2.

O-3 <u>OTHER</u> <u>IS</u> <u>NOT</u> <u>OK</u> <u>IMPLIED</u> <u>BUT</u> <u>NOT</u> <u>STATED</u>

A thought which may not appear either positive or negative but which reflects that the person is happy that he/she is not in the other person's shoes. Ex" I'm glad it's not me who ..."). While it may appear that this is a statement about self, since it reflects the feeling that the other is not OK it should be coded O-3.

- I'm happy that I'm not in his shoes (1)
- Thank goodness that it's he who's in that situation and not me (2)
- I'd kill myself if I became disabled (3)

N+1 SITUATION POSITIVE

implies that the situation is positive in the some way or that the situation will have positive consequences for either oneself or for the other person or for both of them. Also code N+ if the statement reflects positives but it is not clear whether for self only or for the other or for both.

- Gives us a chance to get to know each other (1)
- We'll have a chance to talk and break the ice (2)
- It sounds like fun (3)
- This is a pleasant situation (4)
- These are friendly grounds (5)
- Maybe we can arrange things so that it's convenient for both of us (6)
- We will do it and get it done (7)
- There is no problem doing this (8)
- We have a common topic to talk about (9)
- We share the same interests (10)
- Something good happens in this situation (11)
- The more the merrier (12)
- At least there is someone to talk to before class (13)
- I don't have to sit and be bored (14)
- Maybe we will get along really well (15)
- Maybe we will be friends (16)

N-1 SITUATION NEGATIVE

implies that situation is negative in some way or that the situation will have negative consequences for either oneself or for the other person or for both of them. Also code N-1 if the statement reflects negatives but it is not clear whether for self only or for the other or both.

- We probably have nothing in common (1)
- It will be hard on us to manage (2)
- I hate working with others (3)
- I don't like groups (4)
- Things won't go well for us (5)
- This may be a difficult thing to talk about (6)

C (CURIOSITY)

When a person merely wants to know. For example: "What is wrong with the other person" or "what is he like" (no saying or doing is involved). Also code C if response reflects curiosity or merely not knowing what the other person is doing. Otherwise all other codes take precedence except neutral. N.B. Just because a thought is a question does not necessarily mean that it should be coded C (Example: "What should I do?" is coded S-2 not C).

- Is he going to class or to the library (1)
- I wonder what is wrong with her (2)
- Is he coming or not? (3)
- I wonder what he's heard about me (4)

Ø NEUTRAL (OR WASTEBASKET CATEGORY)

Code all thoughts not fitting any of the above categories Ø. If respondent is talking to the researcher (e.g., "I can't be sure what I would think because I would have to be in the situation..." , "I can't comment on this...", "I don't know what to put down here...", "I don't know what it's like to be in a wheelchair") code Ø. Also, if according to the manual S+, O+, or N+ should be coded but it is absolutely clear that this thought makes interaction difficult, code Ø (e.g., "I know what to do, I'll commit suicide" should not be coded S+2 - it should be coded Ø). Similarly, if S-, O- or N- should be coded but it is absolutely clear that this thought makes interaction easier, code Ø (e.g., "I don't know whether I should invite him to lunch or to dinner" should not be coded S-2 - it should be coded Ø).

- I would want him to tell me without me having to ask him (1)
- Although in my mind I would still acknowledge the fact that he's disabled (2)
- It's not that I'm prejudiced... (3)
- I'll try to ignore that he is in a wheelchair (4)
- It's always nice to meet someone new (5)
- I think I'll take a disabled point of view (6)
- She will tell me without me asking (7)
- If he wanted me to know about his accident, he would've of told me considering we've been talking seriously (8)
- I would get over my feelings (9)
- I'll pretend she is like everyone else (10)

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General Coding Rules

The unit of thought is a single stated idea. Sometimes punctuation will make the unit of thought evident. However, the unit of thought overrides punctuation.

Each thought is coded as self-referent (S), other referent (O), or situation referent (N) and as positive (+) or negative (−). When the thought does not fit the above classification, it is coded (C) for curiosity or neutral (∅). Thus, each thought is coded as: S+, S−, O+, O−, N+, N−, C or ∅.

General Rules include:

1) If not sure, code ∅.

2) Thoughts including words like "maybe", "why not", "perhaps", "probably", should be disregarded when it is obvious that these words are simply a reflection of the hypothetical nature of the interaction situations.

3) "WE" Rule: If The word "WE" refers to the subject and the target and the target person then use N codes (e.g., Maybe we will be friends). Otherwise treat the "WE" as if it were "I" (e.g., How will he react if we don't invite him).

4) Precedence rules: S codes take precedence over O, N, C and ∅ codes, O codes take precedence over N, C and ∅ codes, N codes take precedence over C and ∅ codes and the C code takes precedence over the ∅ code. In addition, within S,O and N codes, category 1 takes precedence over category 2, category 2 takes preference over category 3. etc...

5) Meta Rule: All full and half meta communications should be coded S not O (i.e., S−4 and not O−2, S+4 and not O+2). See notes at bottom of relevant codes.

6) Independent thoughts rule: "If s/he does X, I will do Y". (Example: If she doesn't want to tell me I won't push her). Code as S+2 (knowing what to say or do).

7) Curiosity. When the person merely wants to know − for example "what is wrong with the other person?" or "what is he like?" − Code C. There is no acting involved − only pondering. When it is not possible to tell whether the other person thinks that one is good or bad, do not code C, code S−4 (e.g., Does he like me or think me rude?" See S−4 (#4).

8) If in doubt whether 1 or 2 thoughts, make it 1.

9) Generally speaking, a sentence containing the word "because" or "therefore" should be coded as one thought. Use rules of precedence for coding thought.

10) In a sentence where "because", "therefore" or "so" separates two different S thoughts or two different O thoughts - use rules of precedence and code sentence as one thought.

   ex 1: I wouldn't want to lose a friend because I want to know what happened (S-4).

   ex 2: I want to get to know her because this would make me happy (S+1).

11) However, in a sentence where "because" or "therefore" separates an S thought and an O thought (or where "because" is implied) split sentence in two and code both thoughts.

   ex 1: I'm not sure if I should ask her (S-2) because she might get upset (O-1) (#1).

   ex 2: He had the guts to come up and sit down with strangers (O+2) so we should have the courtesy to show some interest (S+2) (#2).

   ex 3: If I ask her (S-2) maybe she'll get upset thinking about it (O-1) (#3).

   ex 4: I wonder if I should ask her or not (S-2) because she might get offended (O-1) (#4).

   ex 5: If I ask him (S-2) he may get upset and leave or he may just say he doesn't want to talk about it (O-1) (#5)

   ex 6: If I ask her (S-2) I'm afraid I'd remind her of bad times (O-1).

   ex 7: I don't want to start talking (S+2) because he may not feel comfortable with me (O-1).

   ex. 8: If I should bring the subject up about his wheelchair (S-2) maybe he won't feel comfortable about discussing it (O-1).

12) Valence rule: In a sentence where words such as "but", "because", etc. separate two S or two O thoughts of different valence - split sentence and code both thoughts.

   ex 1: I might be uncomfortable at first (S-4) but I'm sure I'll get over my feelings (S+4).

   ex 2: I should say hello to him (S+2) but I'll get stuck doing things for him all day (S-3).

   ex 3: I'll say hello (S+2) but he'll probably ignore me (S-3).