

Impact Study Parent Child Free Play FOT Coding Manual

Purpose: This coding manual is used to code the Parent Child Free Play (PCFP) for Parent use of the strategy, Modeling and Expanding language (ML). Coders identify parent use of ML in a video-recorded Parent-child free play using a 5-second simplified partial interval coding system in ProCoderDV.

Simplified Partial Interval Coding System

Coders view video-recorded Parent-child interactions in 5 second intervals and code the presence of the ML strategy that the Parent uses at any time during the interval. If the Parent's use of the strategy carries over to the following interval, the strategy is also coded in the subsequent interval.

ML is assigned a column in the ProCoderDV file, and the coder selects the strategy when it is observed. We are only coding ML only once per interval, even if the Parent uses the strategy several times within the interval.

Getting Started

Create a Folder for Files on Your Desktop

The first time that you code files for Parent fidelity for ML use, create a new folder, ImPACT Parent Fidelity Coding, on your desktop.

Accessing and Downloading the Relevant Code File

- 1) Locate the relevant code file on the secured text server **KRUPA** at <\\129.59.95.96\Yoder, 9- ImPACT Study, Assessment Team, Coding, PCS & PCFP>. Within this folder you will find the code file, labeled:

Fot pcfp 3_3_17.cod.

- 2) Download the code file to the ImPACT Parent Fidelity Coding folder on your desktop. Do not open it directly from the server or link it to your ProCoderDV file as this could corrupt the code file. Downloading the file should only have to be done once for the project. You should not delete it from your computer following each coding session because you'll need it for future coding.

Accessing and Downloading Video Recorded Media Files

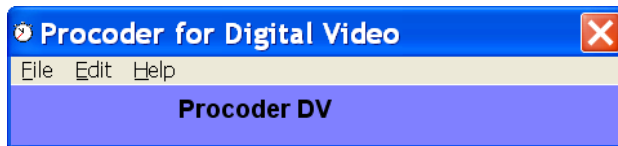
- 1) Locate the relevant video-recorded Parent-child media files at:

\\vu1file.it.vanderbilt.edu\YODER, 9 - Project ImPACT, 1-UW Media OR 2-Vandy Media.

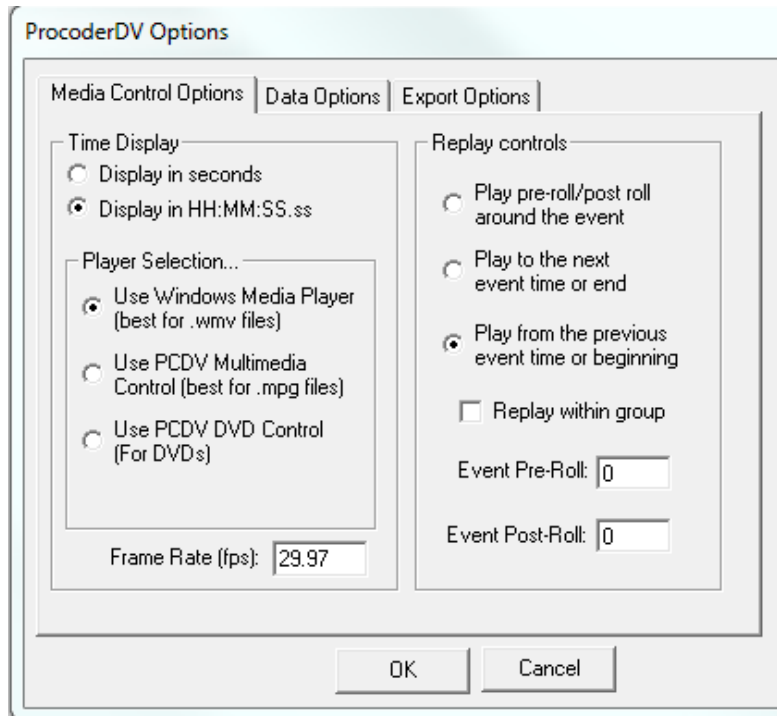
- 2) Download the media file to the ImpACT Parent Fidelity Coding folder on your desktop. Do not open it directly from the server or link it to your ProCoderDV file as this could corrupt the media file. You will need to delete media files from your computer once you have completed coding for the relevant participant and procedure.

Setting Up ProCoderDV

- 1) If you need to download ProCoderDV software, contact jonn.tapp@vanderbilt.edu. He will provide you with a link and instructions to download the software.
- 2) Double-click the ProCoderDV icon (which looks like an analogue clock) to open ProCoderDV. You should see the following window open:



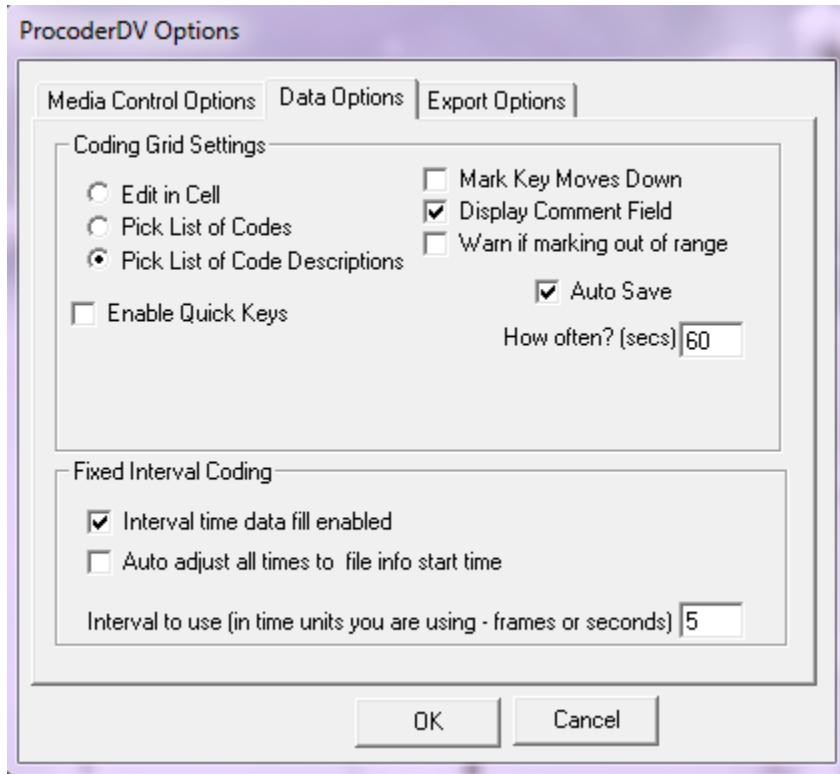
- 3) The first time that you use ProCoderDV, you'll need to activate it. Select "Help", "Activate this copy", enter your email and user number. Get the email and user number from the person who owns the license. For our project, write Paul.Yoder@vanderbilt.edu for the email. The user number is 02.
- 4) Set Option Settings for 5-second partial interval coding. Select, Edit, Option to get the following:



Under the "Media control options" tab, "Time display" should be set for "display in HH:MM:SS.ss". "Player selection" should be set for "wmv". "Replay controls" should be set for "play from

previous event time or beginning”. The event pre-roll or event post-roll times should be set for “0.”

Now select “Data options” tab. You should see the following:



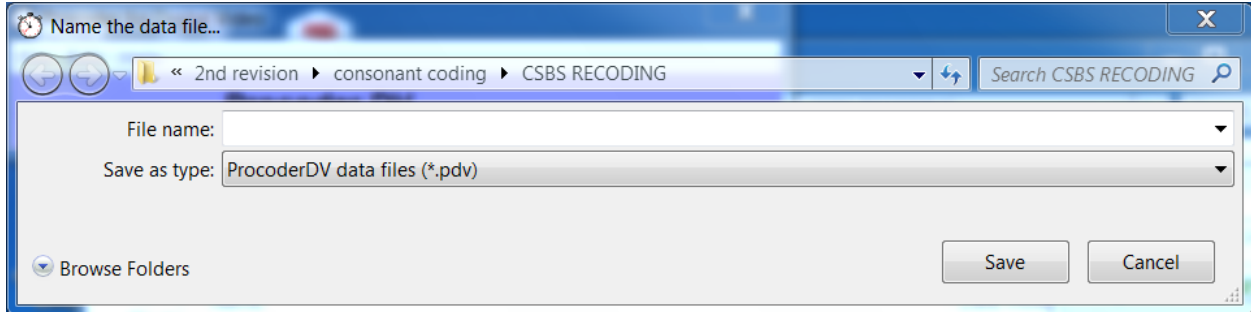
Check “Pick List of Code Descriptions.” Check “Auto Save” and enter 60 seconds. Under “Fixed Interval Coding,” select “Interval time data fill enabled.” Enter “5” in “interval to use.” The export options don’t need to be changed. So select “OK” to end the options set up.

Once set, you won't have to change the options unless they are changed for another type of coding system.

Using ProCoderDV to Code

Once the ProCoderDV software options are set up, you'll need to (a) open a new **Observation** file, (b) link the media file to your file, and (c) link the .cod file.

On the welcome bar for ProCoderDV select, File, New, “Observation Data File.” You'll get a window that looks like the following:



Using “Browse Folders”, navigate to the ImpACT Parent Fidelity Coding folder on your desktop. In the “File name:” box, label the filename using the following convention:

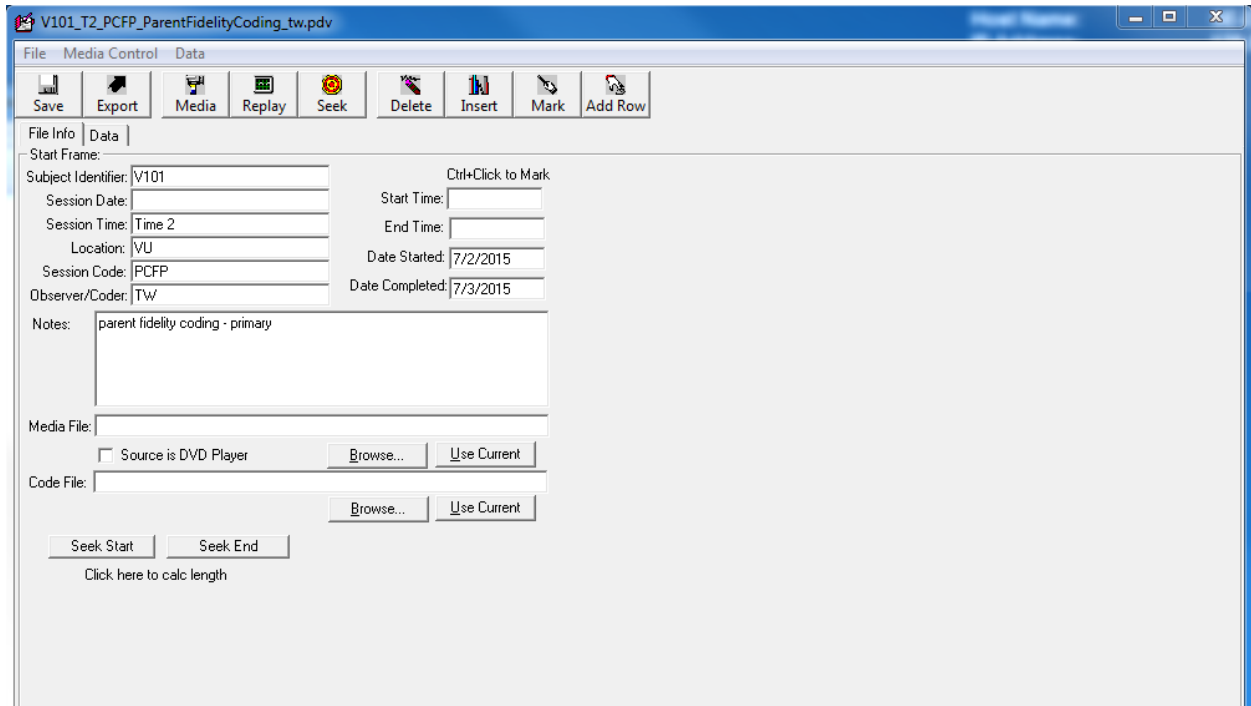
Site initial-3 ID numbers-time period number-procedure -Primary or Reliability coder initials

For example, a Time 2 Parent-child free play session for Vanderbilt participant V101 coded by Tiffany Woynaroski is labeled: **V101-T2-PCFP-tw**

If you are coding a reliability file, please add the word “reliability” after your initials. It looks like this: V101-T2-PCFP-cb-reliability

No extension is needed because ProCoderDV will attach “.pdv”.

Press “Save” to create this file in the indicated location with indicated filename.



You should see something like the above.

Choose the File Info Tab. Fill in this information:

Start Frame:

- Subject Identifier: e.g., V101 (Subject ID#)
- Session Date: e.g., 6/4/15 (date the procedure was recorded)
- Session Time: e.g., 2 (assessment time period)
- Location: e.g., VU or UW (site at which procedure occurred)
- Session Code: e.g., PCFP or PCS (initials of procedure)
- Observer/Coder: e.g., TW (your initials)
- Start Time: leave blank
- End Time: leave blank
- Date Started: e.g., 7/2/2015 (date you begin coding)
- Date Completed: e.g., 7/3/2015 (date you complete coding, may be the same as above)

Link the Media File:

Click “Browse” to locate the media file that you downloaded onto your computer; a link is created to this file. Remember NOT to link to the media on the server.

Link the Code File:

Click “Browse” to locate the ImPACT_ParentFidelity_PostTreatment_CodeFile_9_1_2015.cod file that you downloaded onto your computer; a link is created to this file. Remember NOT to link to the code file on the server.

V101_T2_PCFP_ParentFidelityCoding_tw.pdv

File Media Control Data

Save Export Media Replay Seek Delete Insert Mark Add Row

File Info Data

Start Frame: Ctrl+Click to Mark

Subject Identifier: V101

Session Date: Start Time:

Session Time: Time 2 End Time:

Location: VJ Date Started: 7/2/2015

Session Code: PCFP Date Completed: 7/3/2015

Observer/Coder: TW

Notes: parent fidelity coding - primary

Media File: C:\Users\woynartg\Desktop\parent fidelity\V101-T2-PCFP.wmv

Source is DVD Player Browse... Use Current

Code File: C:\Users\woynartg\Desktop\parent fidelity\mPACT_ParentFidelity_PostTre...

Browse... Use Current

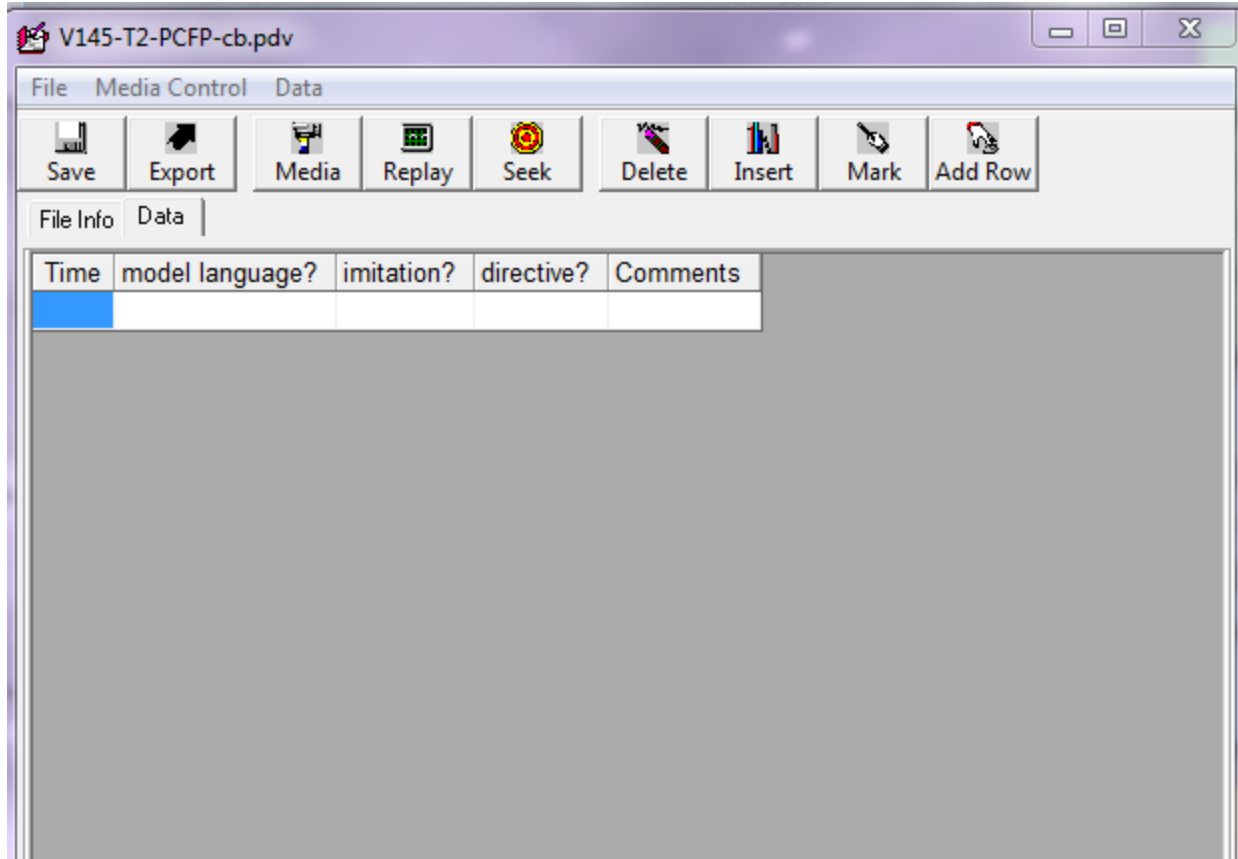
Seek Start Seek End

[Click here to calc length](#)

You should now see your observation data file information with the relevant media and code file links (see above).

SAVE the data file at this point. Doing so will enable the program to "recall" the media and code file that you have linked. Otherwise, the files will not remain linked for the next time you open the data file.

Select the "Data" tab. You should see something like the following:



Note: "Directive?" and "Imitation?" will NOT be coded; however, it currently remains in the code file.

Set up the Data Page for Coding

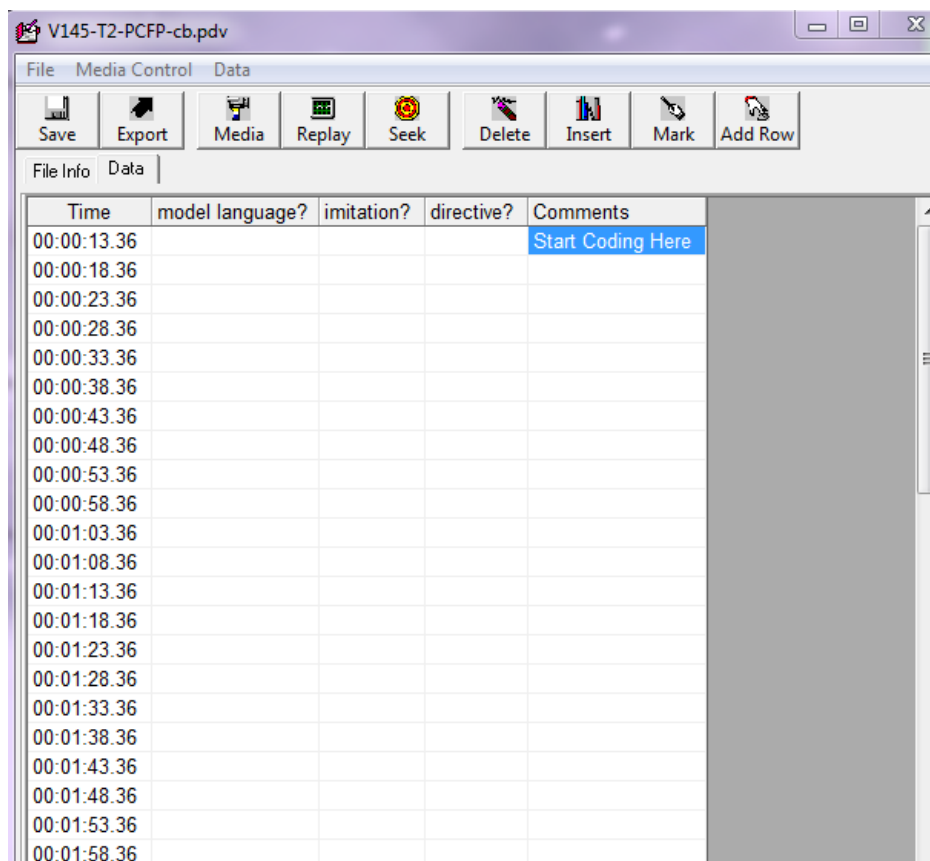
You may adjust the column widths by putting the cursor on the margins of the cells and holding the left mouse button down while you stretch the margin of the cells (like you might in excel). The time column will indicate the time at which the ProCoderDV will stop the media for you to code. The "model language?" column is where you insert the code relevant to Parent strategy use. You insert the appropriate code by typing "m" in the "model language?" box. The comments column is used for coding notes.

Open Media File for Coding

Select Media button: The media file will open on your screen. If you are using two monitors, in the media window, select "options", "size", "fit to window." If you are using one monitor, use the cursor in the corner of the media file window to resize it to retain its width-to-height ratio while filling half the width of the monitor. The data file should fill the other half of the monitor display.

Create the Times for the Intervals in the Data File

In the data file window, put the cursor in the first “time” cell. Use Ctrl+D to begin the media file. The primary coder should mark the beginning of the session by using Ctrl+E keystroke at the onset of the timer beep after the examiner has stated “start coding here” (or when the examiner leaves the room in the event that the examiner fails to state “start coding here” and start the timer). The reliability coder should obtain the appropriate start time from the primary coder to ensure that interval timings are aligned properly. Select “Data” from menu bar (not data tab), select “Add Rows” (not “add a row”), and enter 180. This will result in 180 rows being inserted with times separated by 5 seconds. Your window should now look something like this:



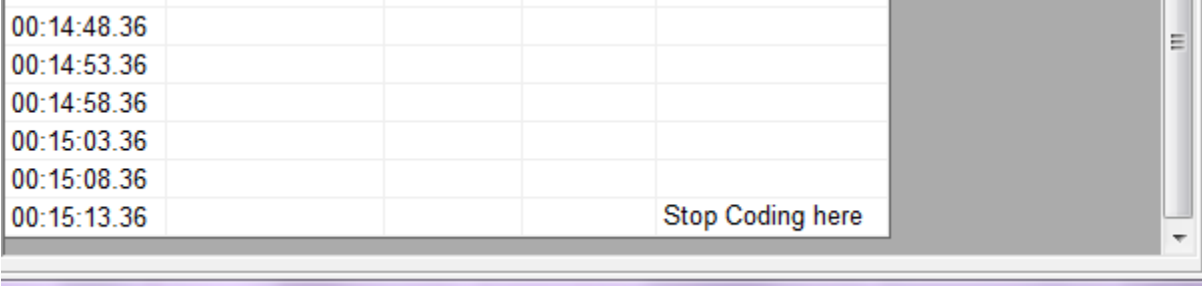
Time	model language?	imitation?	directive?	Comments
00:00:13.36				Start Coding Here
00:00:18.36				
00:00:23.36				
00:00:28.36				
00:00:33.36				
00:00:38.36				
00:00:43.36				
00:00:48.36				
00:00:53.36				
00:00:58.36				
00:01:03.36				
00:01:08.36				
00:01:13.36				
00:01:18.36				
00:01:23.36				
00:01:28.36				
00:01:33.36				
00:01:38.36				
00:01:43.36				
00:01:48.36				
00:01:53.36				
00:01:58.36				

In the Comments column for the first interval, type “Start Coding Here”. Begin coding in the second interval. For example, in the example above, place your cursor in the interval with time 00:18.36). Use the replay function (**Ctrl+A**) to “replay” this interval from the previous interval.

Watch this 5 second interval in its entirety. If the Parent uses “Model Language,” insert the code in the appropriate column. Use Ctrl+A to re-watch the interval up to two additional times to confirm the codes that you have inserted. If you are unsure if a code should be applied after three total views of an interval, err AGAINST inserting it.

Use the mouse or arrow key to move down to subsequent intervals, repeat the steps delineated above for each interval.

Stop coding in the interval before the final interval. In the example below, the last interval coded is 15:08.36.



00:14:48.36				
00:14:53.36				
00:14:58.36				
00:15:03.36				
00:15:08.36				
00:15:13.36				Stop Coding here

Parent Child Free Play Coding

Modeling and Expanding Language

Code ML when the Parent:

- 1) Labels, describes or comments on what the child is looking at, touching, communicating about or doing, even if the child's actions are unusual or repetitive.
 - sound effects that are also dictionary words (e.g., "oink" but not a grunt/snort)
 - words, phrases and sentences that are 3 words or less (or no more than two words more than the child's previous utterance) A child's utterance is a vocalization, word, or words.
 - fully intelligible utterances only
- 2) Expands, adding words to the child's immediately preceding verbal production. The Parent's expansion must include the child's word or words, occur within 2 seconds of the child's production and cannot exceed 3 additional words. For example, if the child says "car" and the parent says "go car." The expansion must retain the child's presumed meaning.
- 3) Uses self-narration ONLY when it describes their own actions while the child is attending. The Parent must meet the other ML criteria listed above (e.g., while child is watching the Parent says "hat on!" while placing the hat on their own head).

If the child's attention shifts away just prior to the Parent's use of ML, code ML if appropriate. We are coding Parent's use of strategies and not judging quality of implementation.

Coding Yes and No

- 1) Code "yes" and "no" [ML] when used in isolation **only** if the Parent is interpreting the child AND the coder can identify child behavior that unambiguously supports this determination, such as the child shaking his/her head, pushing toys away or signing all done.
- 2) Do not code "yes" and "no" when used in isolation if the Parent uses the words to make a general comment. For example the bead container is empty and the Parent looks inside and says "no."

Determining Utterance Length

Count the following as single words:

- **Proper Names or Book Titles:** MickeyMouse, GoodnightMoon
- **Reduplicated Words:** choochoo, quackquackquack
- **Compound Words:** doghouse, popbeads, babydoll, cornstalk, alldone
- **Hyphenated Words:** jack-in-the-box

Segmenting

- Model Language may be only coded once per interval. If Parent Model Language starts in one interval and carries over into the next, [ML] is coded in both.
- Independent clauses are always segmented
“Oh, it crashed!” → “Oh!” “It crashed.”
- Segment numbers.

Do NOT Code (please see additional list of Code/Do Not Code examples):

- Non-speech sounds (e.g., audible inspiration, raspberries, laughter).
- Unintelligible speech.
- ANY Question form, including:
- Wh- questions (unless the adult is interpreting the child’s question).
- Yes/No questions.
- Tag questions, like “It’s big, isn’t it?”
- Statements with rising inflection. There must be clear evidence that the Parent’s utterance is a statement and not a question.
- Directives around the child’s present focus of attention. For example, the Parent directs the child to “push the button” while a child is looking at a pop-up toy with buttons but NOT already pushing the buttons. Similarly if a parent initiates and physically prompts gross motor play and uses language like “push the button” but the child is not attending to the toy, ML is NOT coded.
- Code ML if the Parent says “push the buttons” to describe the action while the child IS pushing the buttons. We only code language that labels/describes what the child is looking at and/or doing, NOT language that directs the child to do something. You may also code ML if the parent is assisting the child to push the buttons (and child is attending to the toy) while they say “push the buttons.” The adult must have their hands on the child’s hands to be considered “assisting.”
- The directive “Look” or “Look x” when used to shift the child’s attention.
- Code model language for subsequent instances of modeling language, after the child’s attention is recruited.
- Rote book reading and singing. Refer to book text provided in this manual.

- Exact imitations of sounds or words are not coded as Model Language.
- Politeness Routines such as, “thank you, you’re welcome, excuse me, bless you, or please.” (Hi, hello is ok to code)
- Please see the Do NOT Code list for specific words and phrases that are not considered Model Language.
- Parent talk intended to manage or redirect problem behaviors, or regulate emotional states. Examples include “don’t throw, stop hitting, it’s ok, you’re ok”.
- However accurate, descriptive comments about a child’s emotional state ARE coded.
- Abandoned or incomplete utterances.

Wrapping Up

Save the ProCoderDV File

When you finish coding the sample,

- 1) Save the completed file to the ImPACT PCFP FOT folder on your desktop.
- 2) Copy and paste the completed file on the secure server, **KRUPA** at <\\129.59.95.96\Yoder>, 9- ImPACT Study, Assessment Team, 7-PCFP Jena & Stephanie.
- 3) Open the 7-PCFP Jena & Stephanie folder and confirm that the file you just coded was successfully saved to the correct location.

Update the Coding Log

- 1) When you finish your entire coding assignment (typically 6 samples), return the assignment e-mail to Catherine Bush with the dates of your coding placed into the table. Catherine will update the Coding Log.

Reliability Coding

- 1) Your coding assignment will more than likely include 5 primary files and 1 reliability file. Your coding partner will also receive a set of six files (5 primary, 1 reliability). Each coder codes a reliability file for their coding partner.
- 2) When a coder completes their coding assignment, they will run a Mooses report to count the coded behaviors. Mooses will produce a table of the counts for each sample coded. Please see the PCFP Mooses Manual for instructions
- 3) Catherine or one of the coders determines reliability of the selected samples, calculating the small over large ratios for these two variables:
 - Modeling and Expanding Language.

To be considered reliable, there must be .80 agreement on both variables.