

**Self-Conscious Affect Coding Manual:**

Second Edition

Oct 25, 2010

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Any scientific reference should be to:

Lanteigne, D., Glozman, J., & Hollenstein, T. (2010). SCAC: The Self-conscious Affect Coding Manual. Unpublished manual.

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## SCAC -code crib sheet

### 10's – BODY TENSION CUES

#### 11) RELAXED

- Arms touching arm rests
- No finger tension
- Hands visible
- Shoulders open
- Legs comfortable
- Anything that doesn't fit below

#### 12) TENSE

- Gripping arm chairs
  - Shoulders high
  - Sitting on hand
  - Body parts kept in an extreme rigid position
- Onset: Immediate  
Offset: Immediate

### 20's – FACIAL TENSION

#### 21) NO FACIAL TENSION

- None of the cues listed below

#### 22) FACIAL TENSION

- Grinding/ Clenching teeth
  - Hard/loud swallowing
  - Lip biting
  - Furrowed brow/ Facial crunch (could look like expression of fear or anger)
  - \*\*Not due to thinking
- Onset: Immediate  
Offset: 3 seconds

### 30's – STILLNESS

#### 31) MOVING

- Natural transient movements (crossing or uncrossing legs)
- Any other kind of movement

#### 32) STILL

- Not moving any body parts except for eyes or mouth
- Onset: 5 second onset  
Offset: Immediate

### 40's – FIDGETING

#### 41) NO FIDGETING

- Lack of cues, only natural transient movements (crossing or uncrossing legs)

#### 42) FIDGETING

- Small repetitive movement
  - Large repetitive movement
- Onset: 5 seconds  
Offset: 3 second offset

### 50's – NERVOUS POSITIVE AFFECT

#### 51) NO NERVOUS POSITIVE AFFECT

- Lack of cues

#### 52) NERVOUS POSITIVE AFFECT

- Inappropriate smile
- Inappropriate laugh
- Non-Duchenne

Onset: Immediate  
Offset: Immediate

### 60's – HIDING AND AVOIDING

#### 61) NO HIDING

- Eye contact with experimenter or camera
- Looking in general forward direction
- Looking in any direction that is not directly at the experimenter but is within a natural range: up, to the side, or slightly down

#### 62) HIDING

- Eyes closed for at least 3 seconds
  - Eyes and head turned away from the experimenter or camera
  - Obscuring of the face with hand
- Onset: 3 seconds  
Offset: Immediate

### 70's - VERBAL FLOW/CERTAINTY

#### 71) CERTAIN

- Talking as per instructions

#### 72) UNCERTAIN

- Quavering
- Stumbling over words
- Extremely low volume (almost inaudible)
- Mumbling
- Stuttering
- Pausing consistently between words in a sentence

Onset: Immediate

Offset: Immediate

\*note onset is not for a single stutter or 'um' but for a pattern that fits uncertainty

### 80's – SILENT/TALK

#### 81) TALK

- Talking
- Any vocalization (umms, ahhs)

#### 82) SILENT

- Silent
- Onset: 5 seconds  
Offset: Immediate

#### Notes

1) 10, 20, 30, 40, 50, 60, 70, 80 UNCODABLE  
2) Uncodable only when participant or part of participant for coding is not visible.  
3) Behaviour must be obvious, when in doubt, don't code it!  
4) All files start in silence (82) and switch to talk (81) when participant starts speaking. Body Tension is determined by your first pass through the video, thus you will decide whether to start in Relaxed (11) or Tense (12). All other codes start in default mode (not self-conscious: 21, 31, 41, 51, 61, and 71).

## General Coding Guidelines

### Overview

The Self-Conscious Affect Code 2 (SCAC2) is an updated version of the SCAC. SCAC was developed for observations of people during situations that elicit self-consciousness (i.e., shame, guilt, embarrassment, social anxiety). The most common empirical protocol is a social stress task that includes making a speech or presentation. Thus, this coding manual was developed for such a task and contains features endemic to a speech task (e.g., gaze aversion from the experimenter) that may not be generalizable to all situations that elicit self-consciousness.

The codes in the SCAC2 are based on behaviours across 8 domains:

1. Body Tension
2. Facial Tension
3. Stillness
4. Fidgeting
5. Nervous Positive Affect
6. Hiding or Avoiding
7. Verbal Certainty
8. Silence

Each code has *criteria* that must be present in order to code a behavior with that code. There are one or more *cues* that may satisfy each criterion (e.g., visible behaviours that fit the category).